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# PlayStation

February 1998  
Best value PlayStation mag

“100% independent, 100% hype-free”

**plus**

## BITE ME!

**COP A LOAD OF CLAIRE'S SHOOTERS IN  
RESIDENT EVIL 2**

### FIRST PLAY

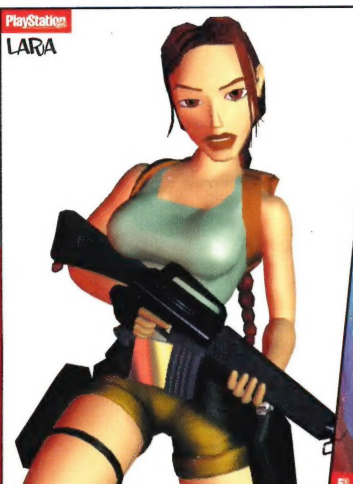
**30 new games!**  
Metal Gear Solid, One  
ISS Pro 98, Bloody Roar  
Bust-a-Move 3DX, Chill  
Need for Speed 3, Reboot  
Sentinel Returns, Mace  
and loads more!

**INSTANT  
EXPERT**  
**TOMB RAIDER 2  
SPECIAL**  
**LOADS OF SECRETS!  
LOADS OF TIPS!  
LOADS OF LARA!**

**MORE  
THAN  
500  
SHOTS!**

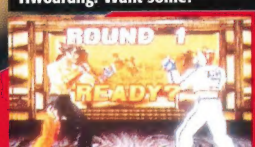
**FREE POSTERS**

**STICK 'EM UP!**



### TEKKEN 3: PLAYSTATION FIRST LOOK

Tough nut Jin squares up to Hwoarang. Want some?



Bok! King gets canded by a blinding super-gut punch.



Oof! Law chews on a knuckle-sandwich. The fight starts p20







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# PlayStation <sup>plus</sup> Loading

## The Mix

Stuff you need to know



## PlayStation Widows

Marked girlies get their revenge on their PlayStation-addicted boyfriends **p38**

## The Knowledge **p117**

The essential PlayStation guide



What the hell are these?  
You tell us **p114**

## AND Funky Shit!

Check out strange stuff from supermarkets **p18**



## Blab

**p20** All the hottest info on the biggest games

Tekken 3 **Sentinel Returns** Newman-Haas Racing **Need for Speed 3** Chill **ISS Pro 98** Metal Gear Solid **Mace: The Darkening** San Francisco Rush **Alundra** Reboot... and much more!



**p20** Tekken 3: 'ave summa that



**p22** Newman-Haas Racing: Motorin'



**p25** ISS Pro 98: Scorchio!



**p30** Chill: cool snowboarding racer



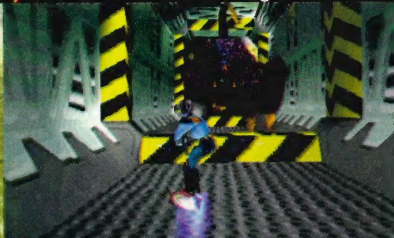
**p27** Metal Gear Solid: You need this



**p28** San Francisco Rush: Street racing



**p30** Alundra: Super-cute role-player



**p32** Reboot: Skateboarding in space

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The Works

# RESIDENT EVIL 2

**p6** 7 pages of  
bowel-bursting  
scares. You want  
it, we've played it

**FIRST  
UK  
PLAY**

R.C.P.D.

Rated

**ON TEST**

Every new release this month!

**p102 Bloody Roar**

No it ain't, it's cookin' on gas!

**p105 Rock 'n' Roll Racing 2:  
Red Asphalt**

Burn rubber? Trash the game instead

**p106 Bust-a-Move 3DX**

Super cute bubble-bursting sequel

**p107 One**

Violent shooter that'll get yer blood boiling

**p109 Yusha-Heaven's Gate**

Express elevator to hell more like

**p110 Pro Pinball: Timeshock**

Flippin' brilliant pinny sim

**p111 Bushido Blade**

Sword fighting epic that's just too bizarre

**p112 World League Basketball**

It shoots, it... misses by a mile. Stinker

## Instant Expert

**Tomb Raider 2 p45**

Beat every level and find all the secrets with our monster guide

**Tomb Raider p74**

Step-by-step through Lara's first romp

**plus Q&A! p31**

Tips you can't do without

TIP  
MAG!

**PlayStation**  
MAG IN A MAG **plus**

**Instant  
Expert**

**44 PAGE  
SPECIAL!**

**EXTRA!**

**LARA  
LAID  
BARE**

**THE COMPLETE  
TOMB RAIDER  
SOLUTION P74**

**GIVE LARA A DAMN  
GOOD SEEING-TO IN**

**TOMB  
RAIDER 2**  
EVERY LEVEL! EVERY SECRET!

## RESIDENT EVIL 2 : YOU'LL SHIT YOUR PANTS

You'll be blown away by this  
awesome brown-trouser fest



Blood, guts 'n' gore: this  
baby's stacked with zombies...



And other nasty surprises. Go  
on, check 'em out for yourself





**The Works: 7 page Resident Evil 2 first play!**

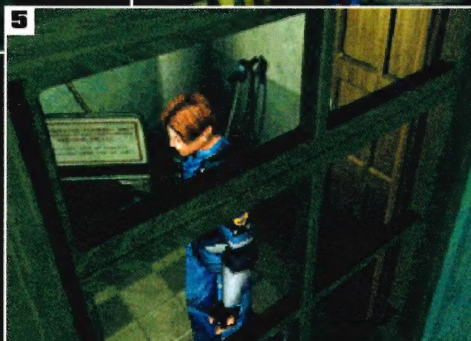
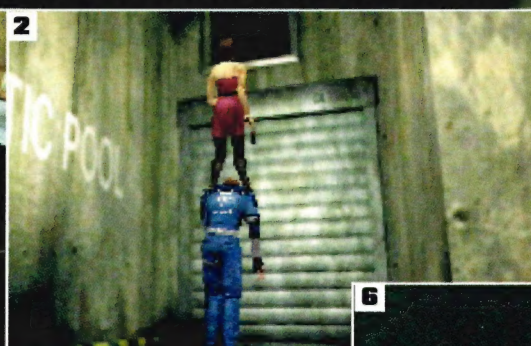
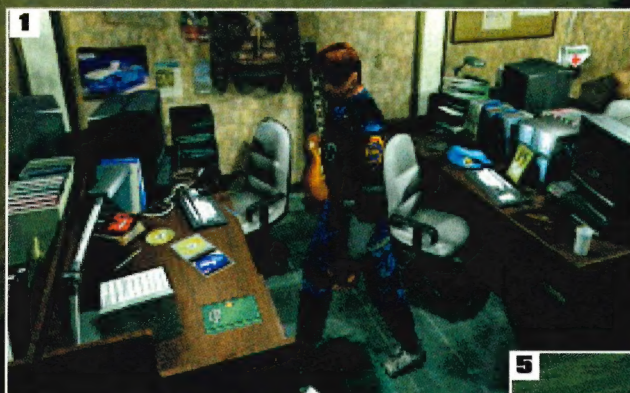
A photograph of a dark-colored car engulfed in bright orange and yellow flames at night. The car is parked on a street, and a blue emergency light is visible on the left. The background is dark with some foliage.

# Dead meat



*The first one was the most pant-filling game ever. Resident Evil 2 promises more. More guns, gore, zombies and scares. Get yerself a good supply of clean scants, 'cos this is the ultimate horror story...*

**L**ast time it was too close. STARS heroes Chris Redfield and Jill Valentine escaped from the zombie-infested mansion in Raccoon Forest just seconds before the whole place was blown to bits. No bomb can stop the flesh-eating bastards though, 'cos what doesn't live can't be killed, right? The zombies are back and this time they've brought their mates.



1 A Celine Dion CD? A Laura Ashley catalogue? Looks like Leon's found Chris Redfield's desk 2 Those goddam Peeping Toms get everywhere 3 'If I shoot you in the head the pain will go away' 4 Even the zombies can't wait to get their hands on this game 5 Those sodding Peeping Toms are at it again 6 Just goes to show what can go wrong if you do your make-up without a mirror

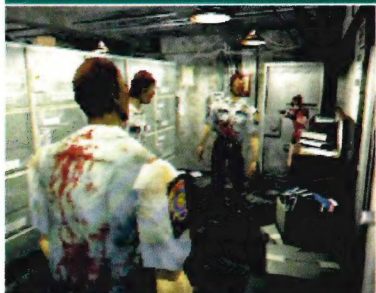


# The Works: 7 page Resident Evil 2 first play!

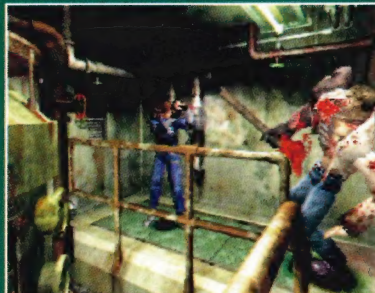
## What we like

### Nail-biting terror!

Brown-trouser games are few and far between but Resident Evil 2 is definitely one that'll make you pape your pants. From the gore-soaked intro to the all-out zombie war just a few minutes into the game, get ready for this sphincter-slacking bloodbath.



■ So you're outnumbered three-to-one? Don't cry about it, bag 'em!



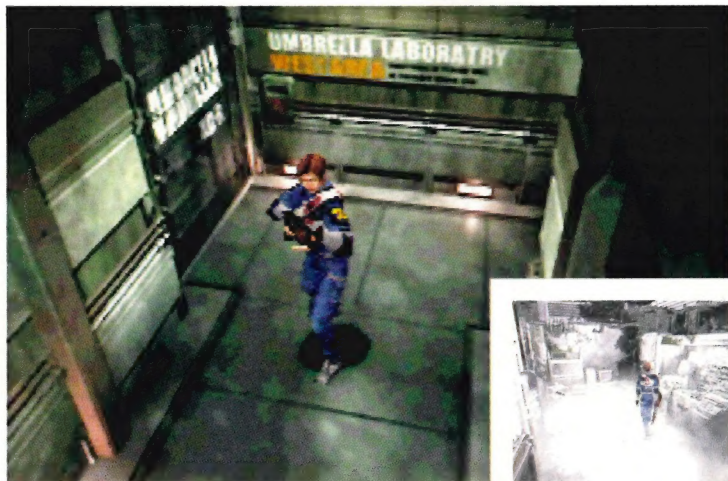
■ Woah, this fella's a mean mutha. Better cap his ass with the shotgun



■ 'You have the right to remain silent...' Leon reads the zombie mob their rights

## Story

These zombies aren't a result of black magic or broken curses. Nope, the undead freaks are an experiment gone wrong. Umbrella, the scientific corporation responsible for the flesheaters in the first Resident Evil, is still at large. The T-virus is spreading across Raccoon City, eating away its victims' minds and turning the population into the undead.



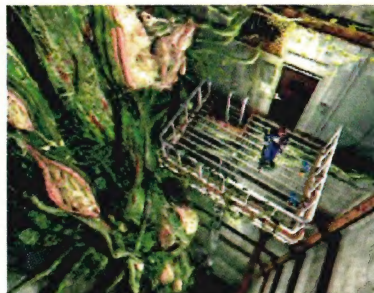
1 Umbrella is at it again in Res 2 2 Leon stays frosty down in Umbrella's underground lab

## Graphics

If it's not super-fast 3D it's crap, right? Get outta here! Resident Evil 2 looks tastier than Jo Guest. From the gorgeous backgrounds to the hyper-detailed characters, there are few games that look as good as this. The lighting is cool and makes the game look even more dramatic. But for big scares check out some of them bad guys...



■ You ain't seen nothing this good. Burning cars, big guns and stacks of zombies. Heaven



■ There's Leon, but what the hell is that green thing? Are you gonna hang around to ask?



1 Look! Leon keeps watching the zombie to make sure he doesn't get back up. Cool! 2 The detail on the characters is incredible 3 Shitloads of zombies on-screen at once. The original Res Evil couldn't do that! 4 Different camera angles are used to make the game even more dramatic

**plus**

## We'd like to say...

You wanna know what the numbers on some of the screenshots are, right? Well, 'cos we're the first mag to get our hands on Resident Evil 2 the programmers haven't even had a chance to finish it off! Y'see, we give you the hottest info on the biggest games so it's a small price to pay. And no, they won't be there in the final version...



# 'It's a sphincter-slacking bloodbath!'

## Intro

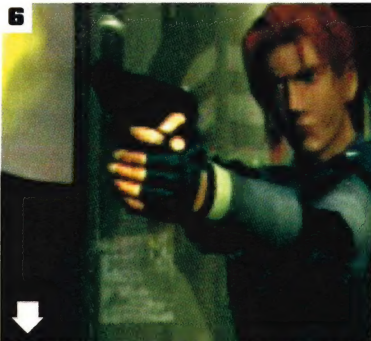
Res 2 kicks off with a cool intro sequence: newbie cop Leon Walker has been assigned to Raccoon City. Word has it RCPD is throwing a party for him when he arrives too. But when Leon enters the city there's no party. Hell, there's no sign of life either. Until...



1 The streets of Raccoon City are deathly quiet as Leon drives into town



2 Slowing to a halt, Leon climbs out of the Jeep and checks out a body on the road



3 As Leon examines the corpse, something stirs in the shadows  
4 Sheeite! Zombies up close! Don't waste time, frag 'em! 5 These bastards are still coming, so Leon empties another clip 6 BLAM! The undead sucka goes down with lead in his head 7 With the coast clear, gorgeous gun-slinger Claire Redfield joins Leon 8 They escape in the Jeep, but are soon chased by a tanker 9 Just as the truck slams into the back of the car, a zombie lurches from the back seat! 10 BOOM! The Jeep slams in the wall with the tanker just behind. Leon and Claire narrowly escape, but where next?

## Enemies



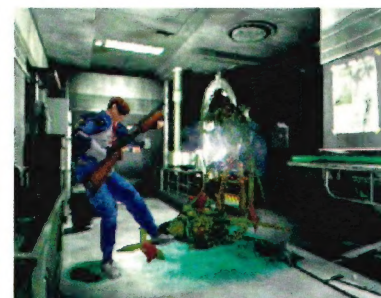
Erk! Stay away from the grabbing hands 'cos you can't shoot 'em. Nope, hug the wall, run away and pray they don't break through the wooden planks



These skinless freaks are pretty tough. A grenade's tougher though...

Leon's right outta luck 'cos Raccoon City's a rookie cop's worst nightmare. The streets are crawling with rotting corpses, hungry for a taste of fresh meat. That puts him at the top of the menu, and the feast's about to begin. It's not just street punks that want his blood. Undead policemen are desperate to suck his veins dry too. And things get much, much worse when Leon leaves the relative safety of the police station...

◀ Zombies are easy meat. Take 'em, out with a single blast to the bonce



When the zombies give in, the plant life has a pop. Is there no end?



# The Works: Resident Evil 2 first play

## Characters

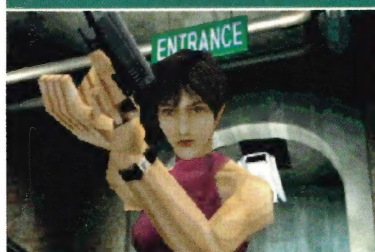
Just like the original Resident Evil, there's a choice of characters in this sequel. First there's the fresh-faced PC Leon Walker, new to the streets of Raccoon City but tasty enough with a gun to ensure he's safe against the zombies. Claire Redfield's in town to find her brother Chris, but gets dragged into the action when the zombies attack. You also get to play with a small girl called Sherry and a Chinese girl called Ada. Phwoar...



■ Resident Evil 2: it's a classic love story. Boy meets girl...



■ Girl buggers off to bag some zombies. Ahh, ain't that sweet?



■ Ada is another character you play in Res 2



■ Sherry: no guns but one helluva killer smile



■ If size does matter, Res 2 is hung like a horse

## Size

Resident Evil 2 is a big game. No, make that abso-bloody-lutely enormous. It comes on two CDs and is more than twice the size of the first one. Hey, it's dead varied too so you won't get bored fragging zombie ass. Take the locations. Leon and Claire kick off their quest in the streets of Raccoon city but soon end up inside the local police station. The place is littered with corpses, all of which have sprung into life! By the time they reach the sewers, Leon has seen more dead bodies than an undertaker.

## Items

Leon can hold up to eight objects in his stash. Question is, do you carry loadsa guns or pack a big wad of plasters? Whatever you choose, the menu screen is the place to access amps and files of stuff you've already examined. More importantly, this is where you get to check out all the guns.



■ Eight objects is yer lot, so choose what you carry wisely. And make sure you're packing



1 All other gear can be stashed in one of the chests 2 Before you can use stuff you've gotta find it. Grab the shiny thing on the table 3 Using the objects isn't as easy as finding 'em

## Puzzles

Res 2's not all guns 'n' guts. To take down the undead army you'll need to use your noodle to solve stacks of puzzles. Some are easy but for others you'll need to work that grey matter, especially when time is tight and there's a blood-hungry zombie on your case!



■ Hmm. A machine with a missing cog



■ Flukey git, he's got one in his backpack



■ Cool. You get prizes for burning things



■ Move the shelves to release a vital object



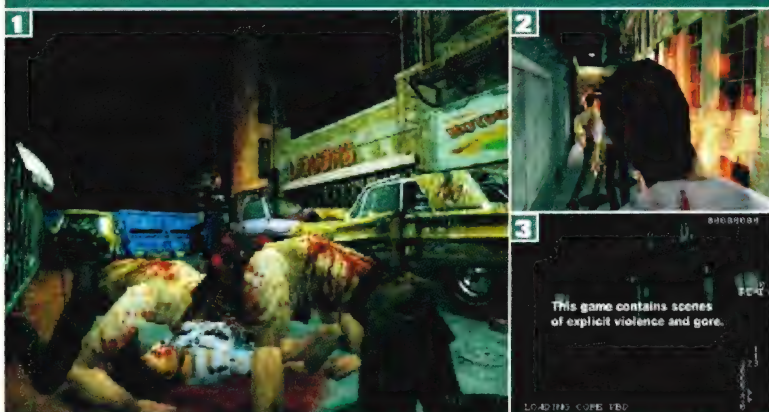
# 'This looks tastier than Jo Guest!'

## Gore

Unlike Resident Evil, this baby hasn't got video sequences with real actors. There's no blood-soaked gore clips which means it probably won't be cut when it gets released over here. Res 2 is still overloaded with crimson spills and head-popping thrills though, so don't even start thinking this is one for ponces.



■ OK, so most buses are rough but I bet you've never had this much trouble



1 Gross! It's a flesh feast as zombies tuck into a dead copper 2 If only you could see the horror going on behind the zombie's head 3 You have been warned. Don't complain if you're squeamish

## Weapons

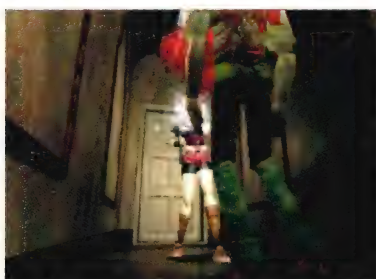
Your boomstick is your best friend. Without it you wouldn't last five minutes. Both Claire and Leon start with pistols but beefier weapons aren't far away. Shotguns blow away bad guys in a single blast, while the crossbow and grenade launcher are well tasty.



■ You get loadsa ammo but pistols are puny



■ Blow zombies in half! The shotgun rules



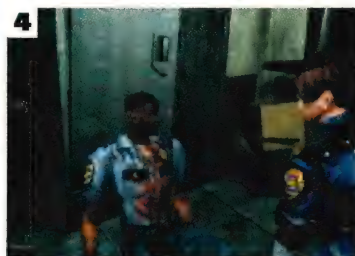
■ This ammo-eating machine gun is great



■ Crossbow bolts stick in the target!

## Horror flick

Playing Resident Evil 2 is the closest thing you can get to starring in a movie. OK, so the acting's not gonna win any Oscars and there's not even a sniff of the obligatory sex scene, but the way action blends with smart video sequences is blinding. One minute you're filling your pants as a computer-generated zomboid staggers towards you, the next you're in the hotseat, poppin' caps in its ass. Great!



1 Leon walks through the cop shop when suddenly something moves above him 2 What the hell is that?! C'mon quickdraw, get your pistols out! 3 Woah! The damn thing's dropped off the ceiling and is hungry for blood 4 Some sequences use in-game graphics

## Combat

You're officer of the law but these bad guys ain't gonna give in if you slap on the cuffs and read 'em their rights. Extreme force, it's the only way to make sure the freaks stay down. Luckily you're licensed to kill. Just pull out your pistol, aim between their eyes and BLAM! That sucka's head goes pop.



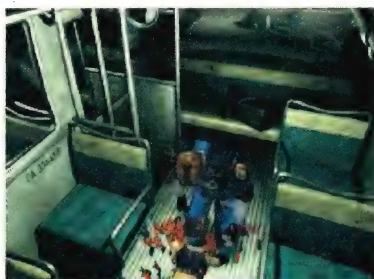
■ These guys want more than your autograph. Unless you're gonna sign with your blood



■ Sometimes you've just gotta give in and run



■ Get too close and zombies will bite...



■ A boot in the face'll get rid of the git, though



# The Works: Resident Evil 2 first play!

## Bosses

You've got one, I've got one. Chances are we've all got one and we don't even like 'em. But no matter how bad your boss is, I guarantee they've got nothing on the boss monsters in Res 2. These super-nasties appear at different bits in the game and are defeated using skill, cunning and truckloads of ammunition.



■ OK, I don't know what the hell it is, but jeez, it's mean. Eat grenade sucka!

◆ Thought the Tyrant in Res 1 was big? Then check out lizard breath...



■ These are sketches of super-baddies appearing later in the game



■ Four-handed claw fiends and giant zombie moths? Programmers have weird minds

## Advert

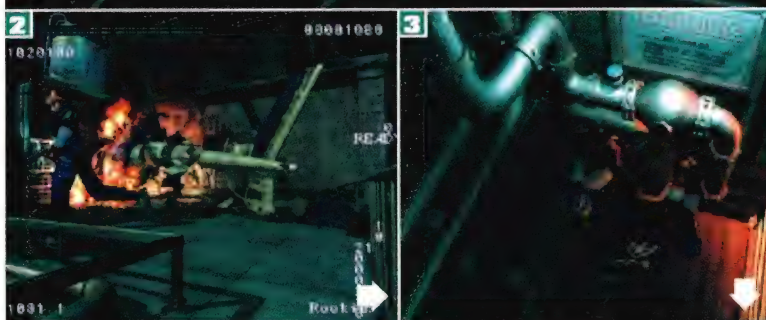
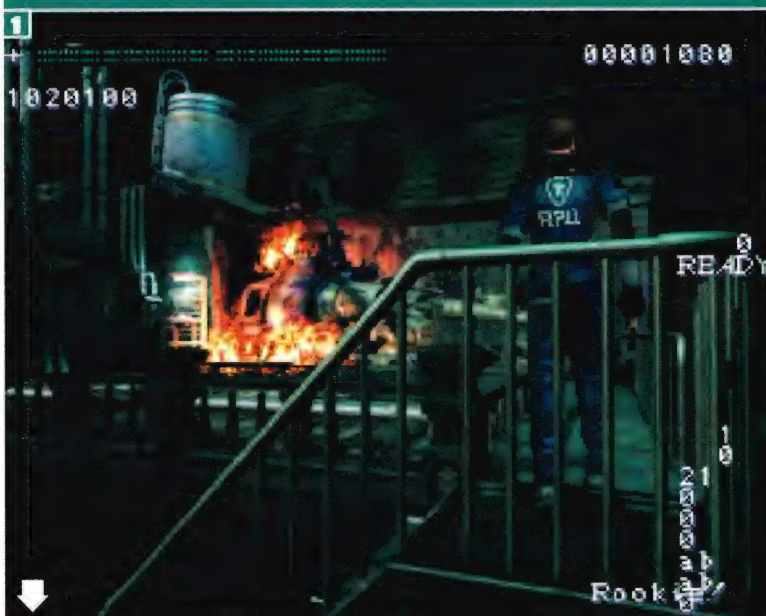
The Resident Evil 2 advertising bandwagon has already started to roll. Cult director George Romero (the bloke who did Night of the Living Dead, Dawn of the Dead and Day of the Dead) is directing the TV advert appearing soon. We've had a sneak preview and it looks fantastic. Zombies stagger through flaming streets, only to be bagged by saucy Claire Redfield. Keep watching your screens.



1 Claire Redfield in the flesh. We can't wait for the super-cool TV ad, can you? 2 Cult zombie bloke George Romero is a bit of a god around these parts. He directed the ad. Neat, huh?

## Flaming hell!

You need to get into the next room but there's a burning helicopter in the way. What d'you do? Try find another way in? Nope, you find a massive water tank and put the bloody fire out. Obvious really.



1 At the top of the stairs, Leon finds the flaming chopper 2 Phew, it's boiling in here! Plod boy nips past the fire... 3 Aha, a water pipe. Using the valve wheel, Leon opens the tank... 4 Fsst... Hoorah, the fire's out, so get your ass outta here, copper

## Resident Evil: the movie

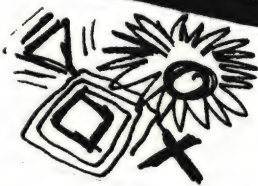
Filming of the Resident Evil movie has been wrapped and it's gone into post-production. The film stars Jason Patric as Chris Redfield and a semi-famous actress in the part of Jill Valentine, but apart from that it's not known how closely the script sticks to the game's plot. Will there be a giant-sized zombie bloke with razors for claws? Who knows, but as long as it's got zombies by the bucket-load and loads of guns and explosions, surely it can't fail to be a winner?



■ So he's done Speed 2. Give the guy a break...



powder I need powder  
my body aches yells screams  
for powder  
When I'm on it I get a rush a  
buzz the blood coursing through  
my veins I get really high  
I'm floating gliding through the  
air away from reality and then  
I begin to come down down with  
a bump and I need to do it  
again straight away I need  
to get higher than the last time  
**UP UP UP WITH THE CLOUDS**  
**THE SKY** I'm coming down with  
a bang I crash out ... no PAIN



With 2 players, half pipe and big air competition,  
it's the coolest game not on earth.





# VERBAL

PlayStation 37-39 Millharbour, The Isle of Dogs, London E14 9TZ  
Tel 0171 972 6700 Fax 0171 972 6710, email alex.simmons@ecm.emap.com

Got something you're desperate to share with the world of PlayStation? Get writing...  
(If your question is just about games or tips, use our coupon on page 96, we'll pay the postage and print an answer in **PlayStation**.)

## G'WAY GARY

Flipping hell! Why are people like Christopher McKean and Gary Clow complaining about the language? If they don't like it they should read some other poncey PlayStation magazine. I hate people like this because they contribute to stupid censorship that ALL PlayStation owners hate, except them of course.

Leon Atkins, Bury St Edmunds

## A COMPLAINTS COMPLAINT

I've only been getting your magazine since December and I think it's brilliant. I don't know why people keep sending in complaints, if they don't like swearing why don't they buy a Teletubbies comic?

Jason Hobman, Huddersfield

P.S. Can you print a poster of Lara Croft lying in the pool of water? **No. Oh... all right then**

## FRENCH KISS

I'll give it to you straight **Shame. We prefer curves** I'm hacked off with all the promises I received from your review of FFVII.

Over 70 hours of play, my

**arse**

**SAD LARA NUDE CHEAT LETTER**

Here's the scoop. I feel there must be a nude code for Tomb Raider. My friend says that there is no way but in my opinion there must. **Talk about this a lot do you? Oh, how the winter nights must fly by...** I know far too many programmers to think otherwise. This game was created by little Japanese men locked in a small room with no outside contact. **Check your facts geezer, Tomb Raider was created by English people** Just looking at the game it's obvious from the bodily proportions of Lara that they were perverts. And to back up the opinion I have spoken to several people who have said that they have seen the game played this way on the PlayStation. Can you give me these codes? And yes, I am over 21. **Hey Stew, check this out: maybe, just maybe, the programmers didn't put a nude cheat in. If there was one, don't you think we'd know about it by now?**

Stew Hodge,

MCI Local, Iowa City

arse. I completed this epic in under 40 hours.

**That's 70 hours for a normal person. You must be the result of a secret government experiment to breed a super race of videogames players. Watch it. Word has it the Russians are interested in the project. They're currently hunting a live specimen in order to recover the games completion chip implanted up the arse of all subjects. Ouch** Plus in the North West of the world map is an oriental town which didn't require a visit at all **Well hey, why bother playing at all? That sense of discovery and adventure really worked for you, then? And anyway, we reckon the bit you're talking about is Yuffie's hometown - a vital bit of the game**

Mr C French, Andover

P.S. If you print this, could you please refrain from filling in gaps with your witty comments and innuendos. Thank you. **S'alright**

## CAULIFLOWER EAR

HII I'm Baldrick, a hamster. Please don't hold this against me. I own a PlayStation and often buy your great mag. I have recently encountered problems:

- 1: I can't reach the top of my PlayStation, 'cos I'm too small.
- 2: I often chew the wires on the machine.
- 3: My PlayStation is broken, but it's too big to lug back to the shop.

Please give me any advice you have on how to tackle these problems. **We don't believe you're a hamster. If you were, you'd be able to spell hamster. You're a humpan really, aren't you?**

Baldrick

## CHRISSED AGAIN

I'll start off by saying sorry to Louise Meldrum for saying whatever it was that offended her. **Unless you saw last month's Verbal, this won't mean much** I wasn't having a go at women, I was just making it more widely known that I am sad, pathetic individual who looks like the back end of a bus. **OK mate, but we haven't heard from her yet. She's yet to decide whether you're banned from buying the mag. In the meantime, 'course we'll print your picture. It's bloody art innit?**

I'll also say sorry to that Kemp bloke for skitting him **What?** and making myself sound like Dale Winton.

Right. Bye.

Chris, Cheshire

## LEAVE IT, OK?

Let me just start by saying your magazine is great and I also agree that Saturns are shit. Anyway, Louise Meldrum should go to Chris from Cheshire and kick the shit out of him. Go on Louise! Could you also print more Lara stuff? **Yup**

Scott Mackey, Rhondda

## AB'S FAB

I have some questions for you which I hope you might be able to help me with.

1. What is the name of the stunning female model featured in your 'Games are Better than Sex' feature. She is gorgeous and I'd love a signed photo of her if possible. **Signed photo? No. But will this piccy do? You could always cut it out and cover it with sticky-back plastic so it's wipe-clean. For placemat purposes obviously**
2. Do you need a special gun for Die Hard Trilogy? **No, only one of the three games uses it and that can be played with a joypad anyway. But it's better with a gun**
3. Your review of FIFA: Road to World Cup rates it crap and poor yet one of your competitors rates it on a par with Actua Soccer 2. It's very confusing. Is it just a case of personal taste? **Yep. We've got taste, other people haven't**

Jeffrey Davis, Maidstone

## MORE AB FAN STUFF

In your January issue there was a letter from someone called Gary Clow **There's another one in this issue** I strongly disagree with his opinions. I think it's great to have a more mature PlayStation magazine instead of the normal shite written for three-year-olds. **don't worry about Gary. He's been banned from buying the magazine. For his own good.**

David

Nixdorf, Warrington

P.S. Abigail the gorgeous model! She really was gorgeous. When will we see her again. **Now**



■ Chris from Cheshire strikes again

## CHEESY PEAS

I am writing to ask if you would be able to do a Jill Valentine poster for next month's issue. **No can do, but how about a cover image of Res 2 girly, Claire Redfield?**

Your Resident Evil sussed really helped me out. Which game should I purchase? Tomb Raider 2 or Final Fantasy VII? TOCA Touring Cars or F1 97? I am only allowed to purchase two. **God, now you're asking. Tomb Raider 2 and Final Fantasy VII are both awesome - you have to decide that one. The other two? Go on then, go for TOCA** Keep up the good work, and good luck for the future!

Kristopher Box, Malvern

## WE LOVE YOU BEV

I have been looking for a poster of Nikki and Lara for absolutely ages, so imagine my delight when my boyfriend surprises me with a copy of your magazine which contains a poster of the two lovely ladies. **See? Nikki and Lara are positive**

**role models for women** I flip it open to the middle page, expecting to find the poster... but it wasn't there 'cos some git stole it! **So like the kind geezers we are, we sent her another one**

Chris of Cheshire is a little confused isn't he? His drawing of Lara was great - except for the biceps and stomach muscles.

Chris, that's a bloke you're drawing - no wonder you're finding it difficult to get a partner. **What do you think of his latest effort, then?**

Beverley Halfhide **Thanks for the Crimbo card** Beverley Leighton Buzzard

■ Abigail again





# actua

# ICE HOCKEY

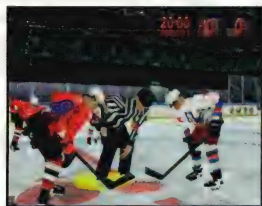
my dream will  
come true  
in nagano



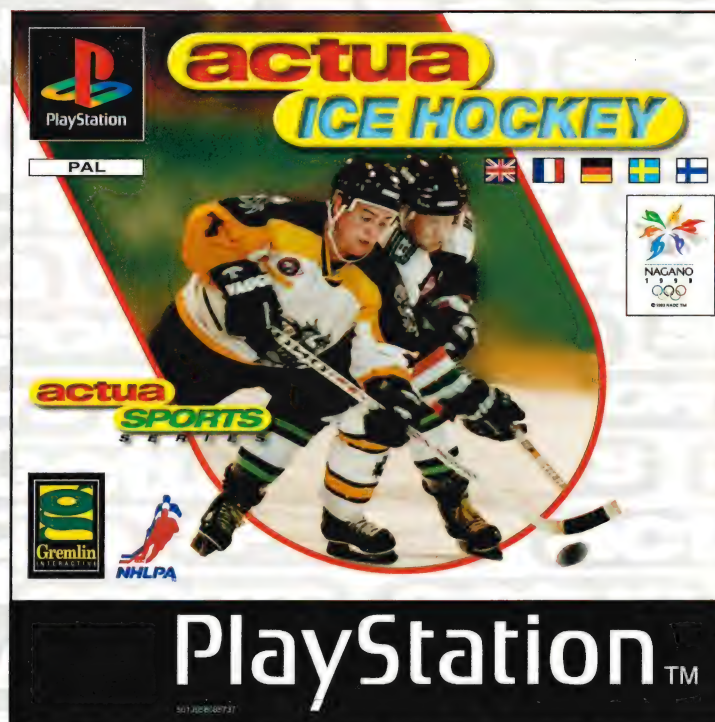
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Screenshots taken from PlayStation Version



actua  
SPORTS  
S E R I E S



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## GOTTA SHOOT MATE

I recently purchased Tomb Raider 2, or should it be Womb Raider 2, as I must say your choice of words in the Dec issue review is quite near the knuckle. 'Lara shows off her neatly trimmed bush', and another that 'sticks' out is 'in that weather Lara you'd have nipples like bullets. Cunning stuff indeed... What will little Johnny's mum say when she finds this under his bed?

**Little Johnny's mum might try exercising some parental control and being a bit more careful about what little Johnny buys**

I don't know whether to condone it or not, but at the end of the day it made me titter, so for that reason I think you have got a great mag, and hence I congratulate you on all this.

By the way, what does Verbal recommend for a pukka arcade/strat game? Any ideas?

**Command & Conquer: Red Alert, definitely** And what is better, F1 or F1 97? **Hate to say it but I'd go for Formula 1 97**

Barry Croft **No relation to Lara Kent**

## PlayStation WANTS YOU

Is your girlfriend foxier than Nikki? Maybe she's tastier than Lara? If so, we wanna know. Just send us a picture of the wannabe super vixen and we'll drool over it first, then stick it in the mag. Post your pics to PlayStation Plus Play Mate, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.

**class**

**WE REWARD TIPS WITH TIPS**

Greetings Britain. First of all, wicked mag. It's great to see computing and soft pornography walking arm in arm. **Is there computing in the mag, then?** I've just got a few comedy pointers and a tip:

1. In Actua Golf, if you just miss a putt, then the crowd all go, 'Oooh'. However, if you listen carefully you'll find what they're actually saying is, 'Ooohf\*\*\*in'hell'. It's definitely there.

2. Make your worm pole-vault. No, not by closely scrutinising you free Lara/Nikki poster, but by doing the following: play Worms and then (on fairly flat ground) select the ninja rope, point it as far towards the floor as it will go, and fire. If it has worked **which it doesn't always** then you can use it as a pole-vault.

3. In any of the Doom games, kill a fireball-throwing imp and then look at the body. Every single one of them displays its arse. It's even clearer with a scart lead.

4. Finally, in Resident Evil, when Jill gets rescued by Barry from the crushing ceiling, look carefully at Jill during the 'Oh, Barry' moment. You can definitely see her nipples. Please print this letter because people deserve to know the truth.

Leon Camfield  
E-mail geezer

## Complaints Desk

The bit where we take your complaints really seriously

### A COMPLAINT

I am saddened by the blatant use of sexual innuendo to promote your magazine: 'Play with your Ultimate Game Girl' and 'Want Some? She's hard. Are You?' are the captions on the cover of your two most recent editions.

What is particularly worrying is that you must be aware that your magazine is bought by children, perhaps as young as eight or nine, and yet there is no warning on the front of the magazine that it is totally unsuitable for children. Neither is there any attempt to prevent its sale by retailers to young children.

It is a sad indictment of our society that a major publishing company like yours should feel it necessary to promote any magazine by degrading women and encouraging sexual fantasies. To do so to promote children's products is sick.

Alan Cram, Swansea

**Firstly, the mag is not aimed at young children. Secondly, the majority of the points you make concern the cover which, like any other magazine, sets the tone for its content. If you don't like what you see on the cover, you won't buy it for your child will you?**

**Thirdly, the PlayStation isn't, and never has been, a product aimed at children. From the outset it has been marketed at older gamers through promotion in nightclubs, football sponsorship and so on.**

**We're sorry if you're offended by anything you've seen, but as we say, the cover gives readers an indication of what to expect inside so if you don't like it, please don't buy it.**

### AND ANOTHER

With regard to your reply to my letter you printed in the January issue. (He was complaining about swearing). EXCUSE ME!! In the very same issue on page 11, in the 'We'd Like to Say' box, what is printed? DOG'S BOLLOCKS. Page 52, what is printed? SHIT. **Jeez, you like your capitals don't you.** Page 14, what is printed?

ARSE. So don't give me 'They weren't in the mag till you wrote them'. You've used them from day one.

In fact, your magazine has well and truly overstepped the mark this time **Mark? We weren't aware there was one** What the hell are you doing printing articles like 'Games are Better than Sex'? Let me spell it out to you: CHILDREN READ THIS MAGAZINE!

Sex is for adults, not children! I found this article highly offensive, so much so that I ripped it out before my kids got hold of it. I will be getting an independent assessor to assess the contents of this mag to see if some sort of warning should be put on the front cover. **A warning? Like the ones on FHM, Loaded, More, Max Power and The Sun you mean?**

All of this profanity and nude pictures does not enhance your magazine, IT RUINS IT!! CLEAN UP YOUR ACT!!

Gary Clow, Hanworth, Middx

**Question: you hated the swearing when you wrote in last time, so why did you buy it again? You are obviously of a too tender and sensitive nature to be reading it, yet you feel compelled to do so. Seek help for this problem. In the meantime we'll make things simpler for you by hereby banning you from buying it ever again. Seeya.**

### ONE MORE

Having bought bought my son of 11 a PlayStation, he took a keen interest in your magazine. This was purchased from the lower shelf of the newsagents. As far as I can see it has no age limit printed on it.

Having arrived home my son started to read it. I was shocked to see this magazine contained foul language, pictures of half-naked women and condoms. This magazine is not suitable for under 16s and should not be sold from the lower shelf. I think responsible parents who would not want their children to read this magazine should have some warning of its contents.

Mrs M Gravenell, Maidstone



Again, soz if you or your son were offended, but take another look at that issue's cover: a semi-naked model; the coverline, 'Are Games Better than Sex?'; the words 'No Bullshit' on the bag. These are the sort of things warning you of the contents. These are pretty heavy hints we're dropping here.

### GETTING DULL NOW

This is my first PlayStation Plus book I've ever bought **Er, it's a magazine mate** and I think it will be my last. This is because the book **It's a magazine** is full of swearing. I cannot believe this book **You mean magazine** is allowed to be sold to kids. This book **Magazine** should be rated M15+ **What?** All that you are doing is teaching kids how to use bad language. At least the other PlayStation books **They're magazines too** know how to write about new games without swearing all through the book. **Do you mean magazine by any chance?**

So I really think you should learn how to write books **Or magazines even** without the swearing and trash like that.

Matthew Blackwater, QLD, Australia



Controversial PlayStation Plus. Yesterday

## We make PlayStation

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Cover thanks to...Malcolm Tiven

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# THE MIX: Stuff you need to know

## FUNKY SHIT

Weird stuff from the Supermarket

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Should we use this space to write a pointless message about the exciting year ahead? Or should we use it to start seriously mainlining games? Tap up a vein and let's go...

## Tekken 3

Reckon you're hard as nails? You'll be shaking like a ponce when you check out this monster!

**I**t's not often a game gets your trouser snake stirring, but your pants'll be going crazy with excitement over this baby. Tekken 3's the sequel to Tekken 2, which we reckon is the best beat 'em up for your 'Station. So if the past is anything to go by, this is gonna be a helluva brutal game.

### Give 'em a good fisting!

Tekken 3 is yer usual bitch-slapping beat 'em up, with two fighters caning the crap outta each other. Forget flashy fireballs and weapons though, 'cos this is a fighter which favours nifty punches and kick combos over cheap tricks. Get super good and you can even pull off blinding 10-hit combos!

### Drop dead gorgeous

There are stacks of fighters to choose from: some you'll recognise from previous Tekken games, like Paul Phoenix and Nina Williams – but with new moves. Then there's a load of fresh faces with some shit-hot super attacks. Graphically it's dead good too – no more blocky battlers, just super-slick virtual fighters. Well smart!

**plus** Tekken 3 looks sexier than a scantily-clad supermodel covered in whipped cream. Chances are it'll be just as much fun to play with, too! More news soon...



■ p23 Need for Speed 3  
■ p30 Alundra

■ p24 Chill  
■ p32 Reboot

■ p25 ISS Pro 98  
■ And tons of News Shorts on all the hottest stuff for 98

■ OUT SEPTEMBER ■ BY NAMCO ■ PLAYERS 1-2 ■ COMPATIBILITIES MEMORY CARD, JOYPAD



1 The fighters are a lot smoother here than they were in Tekken 2 2 Twat! New boy Jin knocks the stuffing out of Lei 3 Check out the detail on the backgrounds 4 Nice guy Eddie goes straight for the groin. Hey, who said this game had rules! 5 Oof! Gut-punching, Jin style 6 New faces Jin and Hwoarang put their dukes up and fight 7 Forest Law's so hard he doesn't even bother looking when he throws a punch. Cocky git 8 He may be cashing in his pension but Paul's still got that magic touch 9 Tasty Tekken 3 replay screen 10 Nina's still a fox and Yoshimitsu has had a scrub up. Nice 11 The bone-breaker: still capable of bustin' ass >>



■OUT APRIL ■BY PSYGNOSIS ■PLAYERS 1  
■COMPATIBILITIES JOYPAD, MEMORY CARD

## Sentinel Returns

Eating trees and bits of metal. It might be bad for the digestion, but it's the only way to get ahead in Sentinel Returns...

**S**entinel Returns is the sequel to the ultra-weird Sentinel which did the rounds years back. It looks like the sequel's still scoring on the weirdometer...

### Bad craziness

You take the part of a conscious pool of energy. You can suck life out of trees to build piles of boulders. Got it so far? Deep breath. By putting robot husks on the boulders and then possessing 'em, you can move up a mountain to take on this geezer called the Sentinel. Weird shit, maaaaan...

### Heaven sentinel

It's not all marvelling at awesome weirdness. There's also grim, gothic visuals as you take on the Sentinel across five arenas. It's looking dark, foreboding and incredibly surreal...

**plus** This was a game classic way back when, and it looks like it could still be a winner. Prepare for some serious weirdness.



■ Ooh, spooky! That'll be the Sentinel then



■ Trees. And I was feeling just a touch peckish...



1 I could really fancy a nice bit of crunchy spike as an hors d'oeuvre 2 The Sentinel does his mean look 3 Curiouser and curiouser...



■OUT APRIL ■BY PSYGNOSIS ■PLAYERS 1-2  
■COMPATIBILITIES JOYPAD, MEMORY CARD

## Newman Haas Racing



All the thrills of high-speed racin'. Without the government getting all shirty over tobacco sponsorship.

**F**ans of Indy car racing, get to your grids, 'cos Newman Haas' mix of realism and arcade playability may just make it a real biggy.

### Indy-scribably detailed

Guess who helped make this? Yep, you guessed. The Newman Haas team. To those of you not into Indy car racing, that's a good thing. 16 famous drivers like Fittipaldi, Andretti and Herta feature in the game.

Play over 15 tracks, including such legendary ones as Firebird and Rio. To add the atmosphere of pedal-to-the-metal racing, commentary is provided by US commentators Sullivan and Varsha. And not Des Lynam.

### Easy on the eyes

Apart from the detailed realism of Newman Haas racing, the game itself looks great. The two-player split-screen mode promises frantic action against a mate. The TV camera replay lets you re-live those glory moments, and pit-in sections look cool. And the cars? See for

yourself. They look superb, like watching the telly, but more fun! Makers Psygnosis are the same guys who brought you F1 97, so it should be pretty damn speedy to boot!

**plus** Detailed, realistic and very sexy-looking. This game could be big. However it looks, we'll keep ya posted.



■ Newman Haas cars is not to be confused with Haagen Dazs arse, which is a different rhyme



■ **OUT** MARCH ■ **BY** ELECTRONIC ARTS ■ **PLAYERS** 1-2  
 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

# Need For Speed III

Thrash the pants off exotic super cars. It's not like the last version, honest.

**T**he last instalment of the Need For Speed series only appeared in shops a couple of months ago. It wasn't good. Now a new episode is planned, and apparently it's got tons of improvements. Here's what we know so far.

## Cops

There'll be much more of a police presence thanks to a pursuit mode. Patrol cars will chase all competitors, not just you. They'll try to get ahead then block the road, or attempt to bump you off. Parked-up cop cars will

either join in a chase or use stings, those metal strips used for puncturing tyres.

## And the rest

Eleven tracks boast on-road obstacles, jumps and short cuts. Spanking new racers, more traffic, extra camera angles, piles of special effects, and greater attention to detail are also said to be on the cards.

**plus** Parts one and two of this series were crap, but we're willing to give Need For Speed III the benefit of the doubt. For now.



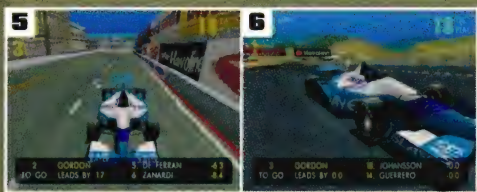
■ Slam... Player two takes early retirement



■ Two-player split-screen thrills. Lovely



'Detailed, realistic and very sexy-looking. This game could be big'



1 Watch out! Car below 2 Here's one view 3 Here's another 4 See those sparks? Ain't they just damn peachy? 5 Cars look as good as nubile female flesh. Almost 6 Tell us those aren't good graphics



■ Need For Speed III is big on nighttime courses. Just check out those full beams



■ Dirty, low down coppas in souped-up patrol cars do their best to spoil yer fun



■ Ooh look. A giant red tree. Who knows the significance of this mutant foliage?



■ Cars are realistically modelled using data provided by yah dee yah yah (the God of data)



1 As this is a Need For Speed game expect outrageous sports cars 2 Computer players drive more boring motas 3 Shunting at high speed is all part of the fun. Just don't get caught



# Chill

Steep slope slidin' down a snow-covered mountain, clinging to a wafer-thin bit of board for dear life. This ain't Disney on ice!

**D**ifferent sports attract different people. Darts is played by fat blokes with beer guts, while most snooker players are dull as ditchwater. It's the same with snowboarding. You can only ride the drifts if you're way cool and wear day-glo sunblock and sunglasses even when it's dark. In other words, a rich tosspot.

## Freeze!

Chill's a snow-surfing game jam-packed with cool boarders and wicked downhill runs. Five courses range from gentle slopes to vertical drops, with loads of objects bugging up your chances of getting to the bottom. Stay upright and you can pull some nifty tricks.

## Board stupid

Each of the boarders has a choice of three boards. Some are best from super-fast downhill runs, while others are ace for tricks.

Get really good and you can test yourself against Mother Nature in the avalanche run. You can even risk your life on the ski-jump challenge if you're really stupid! Us? We're sticking to the split-screen two-player mode – icing a mate is more fun than falling off a cliff with a bit of flimsy fibreglass for protection.

**plus** Could be the smartest snow racer on the slopes thanks to slick graphics and a sweet selection of tracks, but competition is fierce – Cool Boarders 2 kicks off next month so the race is gonna be a close one!



■ Bananaman ignores the warning tape and snowboards off the cliff. Twat



■ Ever done it on the piste?



■ Upside down, you're turnin' me



■ Can you believe this guy, he's at it again!



■ Don't get too excited 'cos this is only a screen taken from the intro sequence. Bet she's got nipples like bullets



■ You get bonus points for successfully pulling off cool stunts. Fluff it and you only get a couple of broken limbs. That's OK then



1 Watch out, those trees are fir-kin lethal 2 Some courses are straight and easy, others are harder than a porn king's trouser snake 3 Check out this nifty view when you complete a course 4 One yule log you really don't wanna taste 5 Even Frosty the snowman is out watching the action 6 Catch some serious air off the cliff faces 7 Warning: rock pillars are bad for your health 8 If some poxy snowboarder skidded across my car I'd bloody tear 'im apart



■OUT MAY ■BY KONAMI ■PLAYERS 1-2  
■COMPATIBILITIES JOYPAD, MEMORY CARD

# ISS Pro 98

ISS Pro has chucked on a shiny new kit for 1998 and wants a new shot at the title.

**F**ace lifts for Actua Soccer and FIFA have left our beloved ISS Pro out in the cold. No need to worry. A new version of the footy classic has just been released in Japan and an English conversion is warming up on the sidelines as we speak.

## Smooth

ISS Pro hasn't gone through any major changes. Players have been smoothed off a little, colours made a touch more realistic and stadiums tarted up with supporters waving giant flags. You can see how familiar the game looks from these screenshots.

## Dive

Tweaks have also been made to the gameplay. Passing should be more fluid and natural this time round. Through-balls will be catered for again, but programmers are paying more attention to headers. Another highlight of ISS Pro 98 will hopefully be spectacular diving headers.

*plus* Not any major changes, but then there wasn't a whole lot wrong with the original.



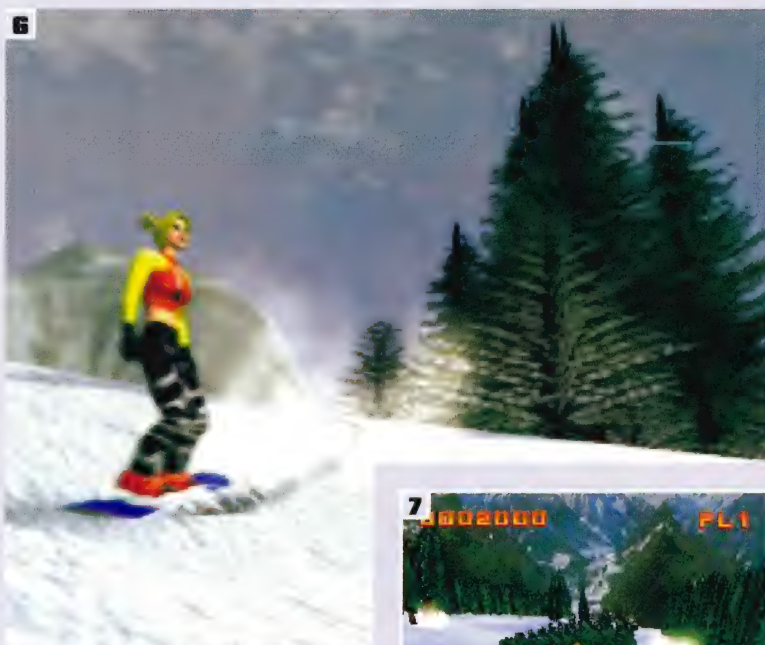
■ Diving headers are one of the smart touches which should make ISS Pro 98 great to play



■ International teams will be in the UK game



1 Looks pretty much the same as the first ISS Pro, dunnit 2 The little blue bars indicate how fit your player is 3 Goalkeeper Sean Bloke runs to fetch a vacuum cleaner following an, ahem, 'incident'



1 Must be a beginners' run, it's got a fence  
2 Crouch low and you'll pick up speed 3 Watch out for the soddin' great rock 4 Cool rail slide by the bloke in white 5 Flashy git 6 This chick is just too cool 7 Uh-oh, you're dead meat...



■ Either go for the straight downhill or opt for the slalom if you're feeling tasty

■ Now that's just stupid. Boarding down a slope is one thing, but off a cliff? Get yer head checked



**9/10** Official PlayStation Magazine



**9/10**  
PlayStation Power

**9/10**

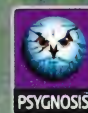
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■ OUT AUGUST ■ BY KONAMI ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEMORY CARD

# Metal Gear Solid

Sneak into a terrorist base and knock out some nukes. You're on your own for this one.

**M**etal Gear Solid could well be the game of the year. It's still a long way off but we've managed to get hold of a brand new batch of screenshots and they've left us gobsmacked. See what they do for you.

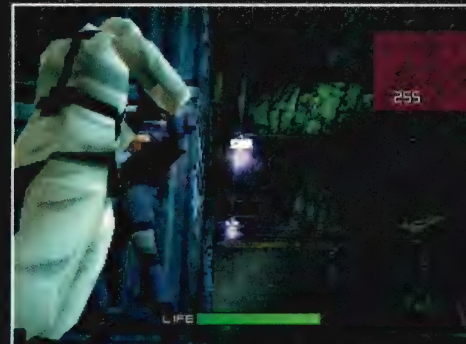
### Sneak Solid

A terrorist organisation named Foxhound has stolen a pile of nukes and moved 'em to an Alaskan stronghold. You are Snake Solid, ex-member of said group. You're the only man who can track down the warheads. But you're on your own with a time limit of 24 hours. Better get those skates on.

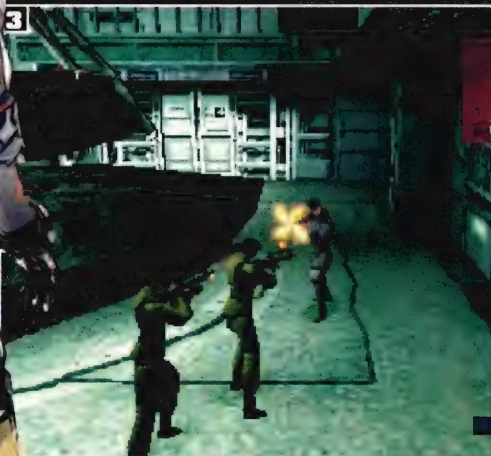
### Stealth Mode

A gung-ho attitude won't get you far in Metal Gear Solid. Terrorists are everywhere and they're alert to danger. This is a thinking man's shoot 'em up where a heavy footstep could give the game away. To begin with you'll be armed only with binoculars, a pack of fags... and balls the size of water melons. Keep watching.

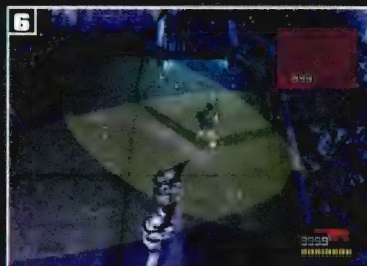
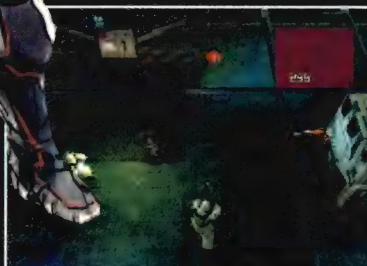
**plus** One of the most eagerly-awaited releases of 1998. It's gonna be massive.



■ Close combat with one of the terrorists. Note the snow camouflage gear



■ This is Snake Solid, hero of the game. He's harder than a Mitchell brother, even without a weapon



1 Switch camera angles to get the best view of action 2 Use binoculars to spot trouble 3 Sometimes strong arm tactics... 4 work just as well as the subtle approach 5 Guard patrol routes are best spotted from above 6 This shot shows off all the lighting techniques

## BROKEN SWORD II

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■ OUT FEBRUARY ■ BY GT ■ PLAYERS 1-2 ■ COMPATIBILITIES JOYPAD, MEMORY CARD

# San Francisco Rush

Fancy a rush? We'll put down the pills and pick up a pad.

**S**an Francisco Rush was a nippy little mover when it appeared in arcades. Quality settings for races and novel shortcuts helped it stand out among the slots, but how will it fare in an overcrowded PlayStation market?

## Take a tour

Six tracks are set across the streets of San Francisco. All the major tourist attractions can be spotted as you speed recklessly around. Keep yer eyes open for the Golden Gate Bridge, City Hall, the Opera House, Alcatraz, the US Naval Reservation and Sutro Tower.

## Gorgeous models

Eight models of racers are on offer, each with its own skill level. The higher the rank the harder it is to keep on the road. Collecting lost keys opens up bonuses and suspicious barriers hide shortcuts across rooftops and sewers. Expect plenty of crash and burn.

*Plus* A few novel twists could make this one to watch.



1 Those skidmarks will take some getting rid of 2 Head-ons with coaches aren't advised 3 Death mode means it's game over after a serious crash 4 Head to head racing at 150 mph



■ Pick an expensive mota, then thrash it to death



# Mace: The Dark Age

It's Conan without the dialogue. And that can only be a good thing...

**B**loody demons. We just don't know. It's always 'ravage this', 'dominate that'. They never learn. And there's a few of the really bad sort in Mace. Time to take to the ring and chop 'em into budgie food, we think...

## No pain, no gain

Non-stop violence looks to be the name of the game here. It's Dungeons and Dragons meets Jackie Chan, as Hell Knights, sorcerors and skeletons take to the ring to slice, stab and magic each other into submission.

## Plant pot of Death

Extra features will be scenery you can use to hurt people. We're always in favour of new ways to cause pain, and Mace'll feature poisoned pools, flame jets and... plant pots. Flashy special moves will be magically zooming left and right, and deadly execution moves await the weak.

*plus* Mace looks like it could be a well sexy slay 'em up. Atmosphere, variety, extreme



1 Four foot long sword in the guts. That's gotta hurt 2 Blue stuff means extreme agony 3 Chop! Chop! Big fella deals out damage 4 Pirouette and punch. Conan eat yer heart out 5 Somersault, grip and rip. Pain central for the little guy 6 Two sword action: why settle for one razor sharp chopper 7 Time to die, dwarf-girl!



HIGH FIVE!  
HIGHEST PS2 RECOMMENDATION

## FINAL FANTASY VII

# FINALLY LOST?



ACCESS GAME MENU 0  
FINAL FANTASY VII 00867

**SQUARESOFT**

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■ OUT MID 98 ■ BY PSYGNOSIS ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEMORY CARD

# Alundra

Roam around people's dreams in this cutesy RPG. Sadly, there's no cameo appearance by Freddy Krueger. Bah!

**A**lundra promises more fun than a room full of naked supermodels. You play as - wait for it - Alundra, a geeza who can squeeze into people's dreams. Why? To wipe out the nightmares and get rid of evil. Anything for a good night's kip.

### Night frights

A strange old guy turns up in Alundra's dream one night and directs him to a village called Inoa. Here, people are dying all over the shop 'cos of spooky and downright pant-filling nightmares.

Alundra sets off on an adventure to find the root of the evil. Who knows? Maybe he can stop the repeats of Hi-De-Hi on his way. Boasting over 50 hours of gameplay, an involving plot and a load of weapons and weird enemies, this looks promising.

**PLUS** Just as you finish Final Fantasy VII, this comes along. Alundra looks good so far, so better give up that plan for a social life.



1 Some weird character lurking. better kill it 2 Meet villagers and have a good old gossip about the price of fish and how things haven't been the same since Barrymore came out 3 Stop whingeing willya! Just buy a goddam TV 4 Olen's nightmare. Clean out his head 5 Exactly the sort of village you expect to find in a game like this 6 The eerie church. Nice window, though 7 More village houses. Pop on inside

## NEWS SHORTS

We tell you what we know

**W**e don't mess about here. When we know something the first thing we do is tell you. And here's a few tasters of stuff you'll be playing soon

All the games, all the news. The gang's all here. It may be a while before anyone gets their hands on this stuff, but we'll tell you how things are shaping up so you'll know what to expect before our reviewers get to work on it.

### Angel Eyes

Here's a fighting game with a difference. Kid characters in Angel Eyes use weird weapons. One blows bubbles, another uses motorcycles, but our favourite is the tiny girl who batters opponents with a teddy bear. It's out in Japan but no European date has been set. Shame.



■ Angel Eyes: looks cuddly, but this bear kills

### Elemental Gearball

So you got Time Crisis for Crimbo but want another game for yer G-Con45? Help could be at hand thanks to a Jap game called Elemental Gearball. Take on bizarre Dungeons and Dragons creatures. Swoop over mythical landscapes. Free tiny fairies. Yes, really.



■ Elemental Gearball: another G-Con45 game!



■ Bushido Blade 2: more 'honourable' scrapping

### Bushido Blade 2

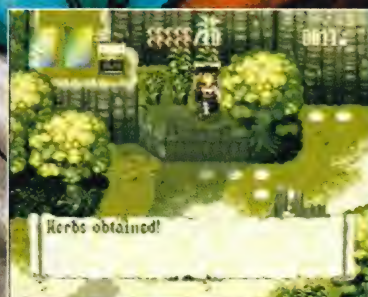
Just as the complicated 3D fighter Bushido Blade hits our shops, a sequel is announced in Japan. It looks like makers Square are sticking to the original format, using complex but realistic attacks, and adding new characters. Expect a purple-robed fellow with a pipe, sexy



■ Alundra: good with a sword but nice to his mum and loves puppies



■ Ooh, dogs. Time for a scrap, me thinks



■ Herbs: always good for a smoke



■ You have a name that sounds like medicine

blonde, military serviceman and a kid with a frog. Hmm.

### ■ X-Men VS Street Fighter

Will it or won't it appear on the PlayStation? According to Japanese sources the game will definitely come out and could be in shops



■ Breath of Fire: lagers and curry not pictured

over there as early as February. If you're desperate to match up Zangief with Rogue don't panic, it should be with us after Easter.

### ■ Breath Of Fire III

Massive Japanese RPG Breath of Fire III is well on the way to being converted into



■ Z-Gundam: fights plaque and freshens breath

English text. The game stars human/animal cross breeds, giant fantasy beasts and a miniature dragon. It's 3D, a bit cutesy and looks similar in style to Vandal Hearts. We'll try and bring you a full preview next issue.

### ■ Z-Gundam

Those Japanese gamers are flippin' mad about giant, transforming robots. God knows why but a new 'bot game has just popped up over there called Z-Gundam. It's a link-compatible game in which two hulking beasts fight it out in space. Kind of a cross between a beat 'em up and a shoot 'em up. Needless to say, combatants are armed to the teeth.

### ■ Tenchu

A new 3D Ninja game in the style of Tomb Raider will be released later this year. Tenchu



■ Tenchu: slit some throats. Even on a Sunday

gives players the chance to sneak in shadows, jump across building tops and climb up walls using a hook. A variety of moves are backed up by swords, throwing stars, razor tacks and bombs. Deaths are particularly gory, our favourite being slitting throats with knives. Watch out for this - it looks awesome.



# Reboot: Countdown to Chaos

Computer viruses. Dull things made up by spotty gimps. Or so we thought...

**W**eird blue bloke and all round geeza Bob brings a new meaning to net surfing. He's zooming round inside the brain of a big computer trying to stop a virus invasion, and he does it all on a surfboard. Bizarre. It's all miles away from Microsoft Office...

## Boot-iful

There's a madman-type on the loose (isn't there always?) and he wants to virus the virtual world of Mainframe. Ooh, what a nasty man. Cue loadsa surf n' shoot action as you zoom round the 3D world of Mainframe battling all manner of strange sci-fi baddies.

## Virtual villainy

Everything being virtual means they've been able to go bonkers on the weird front. Bob'll be up against 21 levels' worth of hurricanes, liquid energy and virus-carrying tears. Most odd. Surreal 3D shooting action - on a surfboard? We're intrigued...

*plus* Debugging computers never sounded cool to us, but Reboot just might make it fun.



1 Frazzled alive. Hah, serves him right for being flash 2 That geezas got one helluva cool skateboard 3 Looks too quiet. Bet there's something nasty ahead 4 He's a big bast but this bloke will hit the deck after a couple of blasts

## Parasite Eve

Square are following up the jaw-dropping Final Fantasy VII with a game that could be just as impressive. Called Parasite Eve it's an RPG of cinematic quality with a dark plot. There's a human parasite called Eve who's



■ Parasite Eve: like Christmas Eve, but different

running around unleashing evil magic on the good people of New York. You play a cop and you've gotta stop this psycho.

## Chocobo Dungeon

You know those giant chickens in FFVII called Chocobos? Well they've now got their own game. You run around caves and on the surface and each time you play the landscape changes. Expect combat and magic systems similar to those of big brother Final Fantasy.

## Alien Resurrection

Awesome film doesn't necessarily mean great game but we've got high hopes for Alien Resurrection. Under the watchful eye of the people who brought you the shit-kicking Alien Trilogy, the latest monster-fest promises mucho shooting and running around trying to



■ Chocobo Dungeon: yellow cute things

avoid becoming lunch. This time you'll be asked to rely on brain as well as brawn. You'll also be playing in the third-person perspective (which means you get to see your character) unlike the first-person set-up of Alien Trilogy. Expect awesome firepower and adrenalin-pumping action. Yummy.

# PlayStation

## NEEDS YOU!

We know a geezer who got so good at Mortal Kombat he completed it blindfold. Honest.

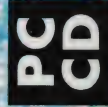
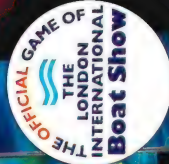
We know another geezer who played Doom so much he invented 'Pacifist Doom' for variety - running through the levels without firing a single shot.

What about you? Are you a PlayStation nutta? Have you got games stories to make us laugh, gawp or vomit? We wanna know. Drop us a line (with a pic of yourself) to PlayStation Plus, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. We'll make you famous.





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# Gon not forgotten

Extra Character For PlayStation Tekken 3: first UK screenshots



■ GON in action: warming up Kazuya's feet for him. Wotta nice lickle dino he is

It's been revealed Tekken 3 will include a brand new character exclusive to the PlayStation. The secret fighter is GON, a comic book star in Japan. He's a squat little dinosaur with incredible strength and powers. From the shots released so far it seems GON is similar to Alex and Roger in Tekken 2, although his attacks look more extreme. Sony should be releasing more shots, so keep ya' peepers peeled.



■ GON's lying down on the bleedin' job!

## High Street Fighters GT Retuned

Punters scrap For PlayStations

In the run-up to Crimbo PlayStations were so scarce fights broke out over machines. Police had to be called to Game Ltd in Watford when one customer tried to pick up a pre-ordered console. By the second week in December all allocated stock from Sony had sold out and spare supplies were poached from Europe. Stuff was flown in directly from Japan but Sony couldn't meet demand. Rumour has it almost 2 million PlayStations have so far been sold.



■ It's mine! I saw it first!

Special Gran Turismo for Europe

Gran Turismo is being delayed to make big gameplay improvements. Out in Japan, and looking bloody tasty, GT was scheduled for April. Now it'll be June. Sony boffins say they'll soup up gameplay by 15-30% and eliminate slow-down during effects. A bonnet angel will be added and the soundtrack is being rer-recorded. Manic Street Preachers (remixed by The Chemical Brothers), Ash, Garbage, Dubstar and loadsa others will feature.



■ No more slow-down for GT

## Fantasy figures

Final Fantasy VII Sales top 5m Japanese sources report FFVII has sold 5 million copies worldwide. A million were sold in the states, 500,000 PAL copies have gone in Europe and the rest were bought in Japan. This makes the game one of the best-selling titles of all time.



■ It's flippin' huge and that's official

## Brucie Bonus

Harry gets vocal

Pitfall Harry, the hero of Pitfall 3D, is likely to sound like a sinister weirdo thanks to voiceovers from Bruce Campbell. You may remember Bruce as the star of The Evil Dead horror flicks. He's the one who screams "Whose laughing now" whilst chainsawing off his own hand. Let's hope Harry gets some equally ridiculous lines.



■ From Evil Dead to this - a good move?

## plus Recommended

Games you may have missed

### DUKE NUKEM

Out Now

Loads levels of high-octane violence, steeped in nasty humour.

### ACTUA SOCCER 2

Out Now

The beautiful game just got that bit prettier. Tasty to look at and mouthwateringly sexy to play, this is the best of the bunch when it comes to footie. Pick it up. Start playing. Start dribbling.



## Release Dates

DATE	REVIEWED		
15TH JANUARY		NHL Open Ice	Ridge Racer Revolution: Platinum 84% Jan '98
Midnight Run		Rascal	Screamer 2
		Road Rash: New Generation	Snow Racer
16TH JANUARY		Soviet Strike: Platinum 92% Nov '96	Vs
Power Soccer 2 70% Dec '97		Steel Reign 75% Jan '98	WipeOut 2097: Platinum 94% Jan '98
Bubble Bobble 2		StreetFighter Collection 87% Jan '98	
Nightmare Creatures 86% Nov '97			27 FEBRUARY
Shadow Master 88% Jan '98			Bust A Move 3
			NBA Pro '98
23RD JANUARY		6TH FEBRUARY	
Gex 2		Actua Ice Hockey	
Hardball 6		Bloody Roar 93% Feb '98	
K1 Arena Fighters 50% June '97		Buggy	
Theme Hospital		Crime Killer	
UEFA Soccer		Riven: Myst 2	
Viper		Spice World	
29TH JANUARY		13TH FEBRUARY	
San Francisco Rush		Deathtrap Dungeon	
Cool Boarders 2			
Die Hard Trilogy: Platinum 92% April '96		20TH FEBRUARY	
NBA Hangtime		Broken Helix	
		Destruction Derby 2: Platinum 89% Jan '98	
		Nagano Winter Games '98	

DATA SUPPLIED BY HMV topdogfor games





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**"POSSESSES FINESSE AND QUALITY AS WELL AS  
STEEL, AND WILL THEREFORE APPEAL TO FANS  
WHO APPRECIATE THE GAME AS IT SHOULD BE  
PLAYED ASWELL TO THOSE WHO ENJOY A GOOD  
SCRAP TOO"**

**OFFICIAL PLAYSTATION MAGAZINE 7/10**

**"MOTION CAPTURE IS SOME OF THE BEST  
YET SEEN..."**

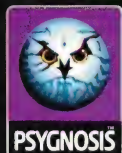
**PLAYSTATION PRO 7.5/10**



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# LATER

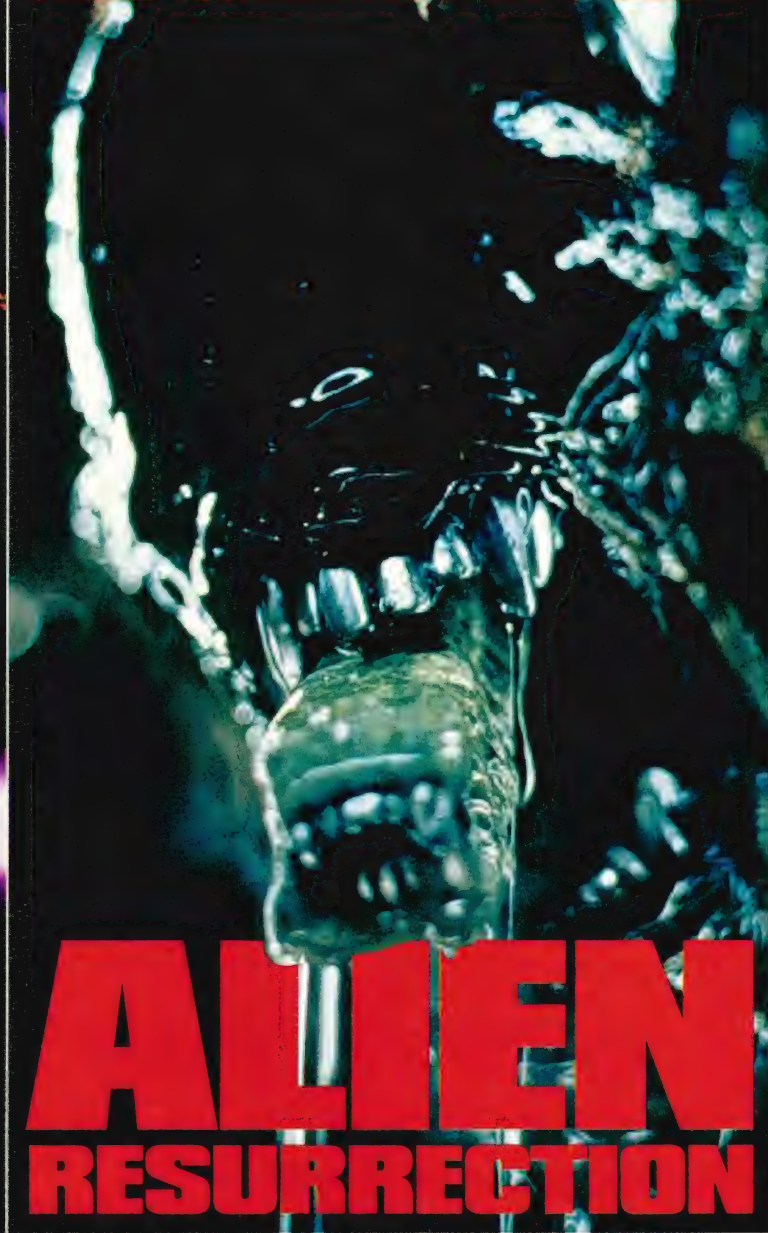
Coming up next month in PlayStation 

The Works

## TEKKEN 3

WE CHECK OUT THE PLAYSTATION'S  
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# NAGANO WINTER '98 OLYMPICS '98



16 NATIONS. 12 EVENTS. 2 CONSOLES. 1 WINNER.

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# **Game over boys!**

**You thought she was sitting sweetly watching you play. Nope. She was fantasising about taking vengeance with a sledgehammer. And not just on the PlayStation...**











**G**entlemen, we've got another side effect to add to the list. PlayStation doesn't just give you aching calloused fingers. It doesn't stop at filling your house with decomposing takeout boxes and stale clothing. Even worse, it's driving the missus so nuts she's sitting dreaming of flaying you alive and putting your balls in a vice. Oh dear. We tracked down a girl who's been stood up so her man could dally with an orange rodent. We found a girl whose boyfriend spent Valentine's day cuddled up with the blokes from Doom.

These are girls whose boys have spent so much time on their joypads that they've lost their way with their own joysticks...

We spoke to four girls who've suffered badly in the PlayStation wars. Girls who've sat bored shitless while him indoors descended into a spiral of low hygiene, darkened rooms, and convulsive finger motion. It's no wonder they're thinking of seeking solace with a sledgehammer. Or the milkman.

Of course, once we'd told 'em our occupations we had to shelter ourselves from flurries of furious blows and handbag swipes, but we kept at it. PlayStation's turning us into a generation of boring bastards, and these raging ladies don't forgive too easy...



**HANNAH, 20, FROM SHEFFIELD. DOESN'T LIKE BEING LEFT DOWN THE BOOZER WHILE HIM INDOORS FINISHES OFF A FEW LEVELS ON CRASH BANDICOOT...**

#### WHAT DO YOU THINK OF VIDEOGAMES?

I go out of my way to avoid thinking about them. I don't even notice what they look like when I see them on the telly; it's just a question of, 'How soon till you turn this shit off?'

#### WHY?

They mean hour after hour of boredom. They just make me think of the hours I've spent sitting in scummy bedsits making tea while all the boys sit and gape at the telly. Never going out, not getting to go down the pub until 11 O'clock cos you're waiting for someone to

finish Crash Bandicoot. I've been stood up, and I once had to wait an hour down the pub for someone to finish a level on some stupid game.

#### TELL US MORE...

My last boyfriend was an arcade game junkie: we were both on the dole, and he once spent our last 50p on a game rather than on a pint of milk. Bastard. We lived in Brighton, and he used to take me for little romantic walks. And every time, surprise, surprise, we'd end up walking past one of the big arcades down by the pier. It was really very pathetic.

#### ANY PARTICULAR GAMES THAT REALLY PISS YOU OFF?

I don't like any games at all, I think I'm allergic or something. The ones I hate the most are the ones where the boys expect you to be impressed by their high scores and stuff. I mean, 'Look at how many goals I've scored'. Grow up.

#### PRAY CONTINUE...

I reckon it's because your little geeky types are unable to go and fight down the pub, so they resort to fighting people on their stupid little games machines. Bring back conscription. That might sort out their aggressive instincts...



**SADIE, 25, FROM LONDON, GRINDS HER TEETH IN SILENT RAGE WHEN THE BOYS CRACK OUT V-RALLY**

#### WHAT DO YOU THINK OF VIDEOGAMES?

They piss me off big style. They're just one of these boy things I really don't want to know anything about.

#### WHY?

I'm going out with this guy, and he's got one of those PlayStation things in his front room. Any time I go round there he's sitting there with his housemates playing those stupid games, egging each other on into these dumb competitions. It's always like, 'How fast can you get round this course on Formula One?'

And even if anyone else wants a go, they can't have one - it's just like 'Oh piss off, you're shit at games'.

#### TELL US MORE...

I once went up to York with boyfriend, and we were going to spend a weekend up there seeing the sights, but as soon as I got up there Mark cracked out the V-Rally. Mark and my boyfriend Mike started to have these competitions with each other, and I



was trying to persuade him to come out and do something.

Eventually, I sloped off to bed at about one in the morning. Mike didn't come to bed till six. I was fuming. And we were meant to go out clubbing the next day and all, but they just sat there, blaming each other for being a bad influence, but still playing on and on.

#### ANY PARTICULAR GAMES THAT REALLY PISS YOU OFF?

Actua Soccer really bugs my tits. It's the only thing in the world worse than being made to sit watching Match of the Day. And that's saying something...

#### WHY'S THAT THEN?

As soon as you get it out, you get gangs of lads sitting there playing it, waving their fists at each other when they score goals. It's like testosterone central. If you even try to talk over it, it's just like 'Shut it, Sadie'. It drives me up the wall.



**SARAH, 18, FROM CORNWALL, DOESN'T LIKE CHATTING ABOUT 'MAGIC ROCKS' FROM FINAL FANTASY VII...**

#### WHAT DO YOU THINK ABOUT VIDEOGAMES?

I can't stand playing computer games. And I can't stand watching people play them either. I get a sinking feeling whenever I see one of those computer game things sitting in there under the telly.

#### WHY?

I recently finished with this guy called Dave. I say used to because after a while I couldn't put up with him any more. His whole life was just sitting there in front of the telly staring at games. I tried for a while to drag him out with me. But in the end I just gave up.

#### TELL US MORE...

I'd head round to his house, and he'd just be sitting there in darkness trying to complete some stupid game. He never ate anything except bloody frozen food, and he'd just eat it in front of the telly with his joystick thing in his other hand. He'd be setting himself weird challenges like, 'How far can I get in such and such a game without looking at the screen?'. So sad.

#### ANY PARTICULAR GAMES THAT REALLY PISS YOU OFF?

The game I really couldn't stand him playing was Final Fantasy VII. Full of elves and stuff. And he spent so much of his time on it. It made me very angry.



#### PLEASE EXPLAIN...

Because he'd tell me anecdotes about it just like it was real things he was doing. It'd be like, 'A funny thing happened to me on the way to the mad wizard's castle'. I mean, piss off. And the thing was I'd be congratulating myself on tearing him away from the thing, when he'd start up with 'I found this brilliant magic stone'...



**TRICIA, 17, FROM EDINBURGH, OOZES BILE AT THE MERE MENTION OF VIDEO GAMES...**

#### WHAT DO YOU THINK OF VIDEOGAMES?

Don't even start me, alright? If people even mention computer games I just want to leave the room. They drive me nuts.

## 'Doom is just you running around with this big dick thing in front of you'

#### WHY?

I used to live with this geezer who was mental about video games, and he'd make any time we spent together at home into a living hell. He'd just put this wheedling voice on and go, 'Can I just show you this bit on Resident Evil?'

And if I didn't let him he'd throw a mardy fit and piss off to his room. I'd settle down for an evening of telly and half of it would be watching him fiddle around on his bloody games.

#### TELL US MORE...

I even thought about getting another telly because of it. Any time we had time at home together, he'd just manage to turn it round so it the evening ended up with me sitting staring at his games all night. He even did it on bloody Valentine's day. Can you believe it?

I thought about getting another TV so I could get away from it and watch my soap

operas in peace, but in the end I just got another boyfriend. It was so much simpler.

#### ANY PARTICULAR GAMES THAT REALLY PISS YOU OFF?

What's that one called, the one with the big gun he was always playing. Doom - that's it. It's even got a dumb, geeky Dungeons-and- Dragons name.

#### SO WHAT'S THE PROBLEM WITH IT?

Well, it's just you running around with this big dick thing held out in front of you. Nothing ever seems to happen in it, except you going 'Bang! Bang! Bang!' at all these things that just look the same. It's just dull. Especially if you're being made to sit there and watch some twat playing it, believe me.

### Girl Power

#### Don't get mad, get even!

We know there's two sides to every story. We know there's loads of cool gaming girlies out there. And now we want to put you you in our mag.

So are you a girl who... dare we say it... likes PlayStation?

Are you a girl who never feels tempted to murder your boyfriend for his PlayStation addiction? In fact, he wants to murder you.

Then you should get in touch now by writing to us or ringing us on the numbers on p14.

We'll be showing off the other side of the PlayStation sex war next month. So stay tuned...







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**THE OFFICIAL  
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**Crash Out**

**Bump & Grind**

**Thrash It Out**

**Cane It**



Which of these codes enables you to pass through your opponents?

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Wanna know how to kill this  
git? Turn to page 74



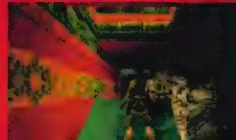
Whatever level you're stuck  
on, find the solution in here



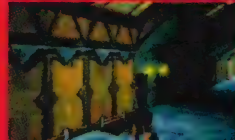
Lara pulls herself out of a  
sticky situation, thanks to us



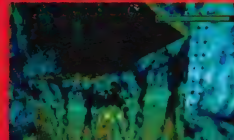
Find out where to get every  
secret for every level...



How to kill all the bad guys  
looking for Lara...

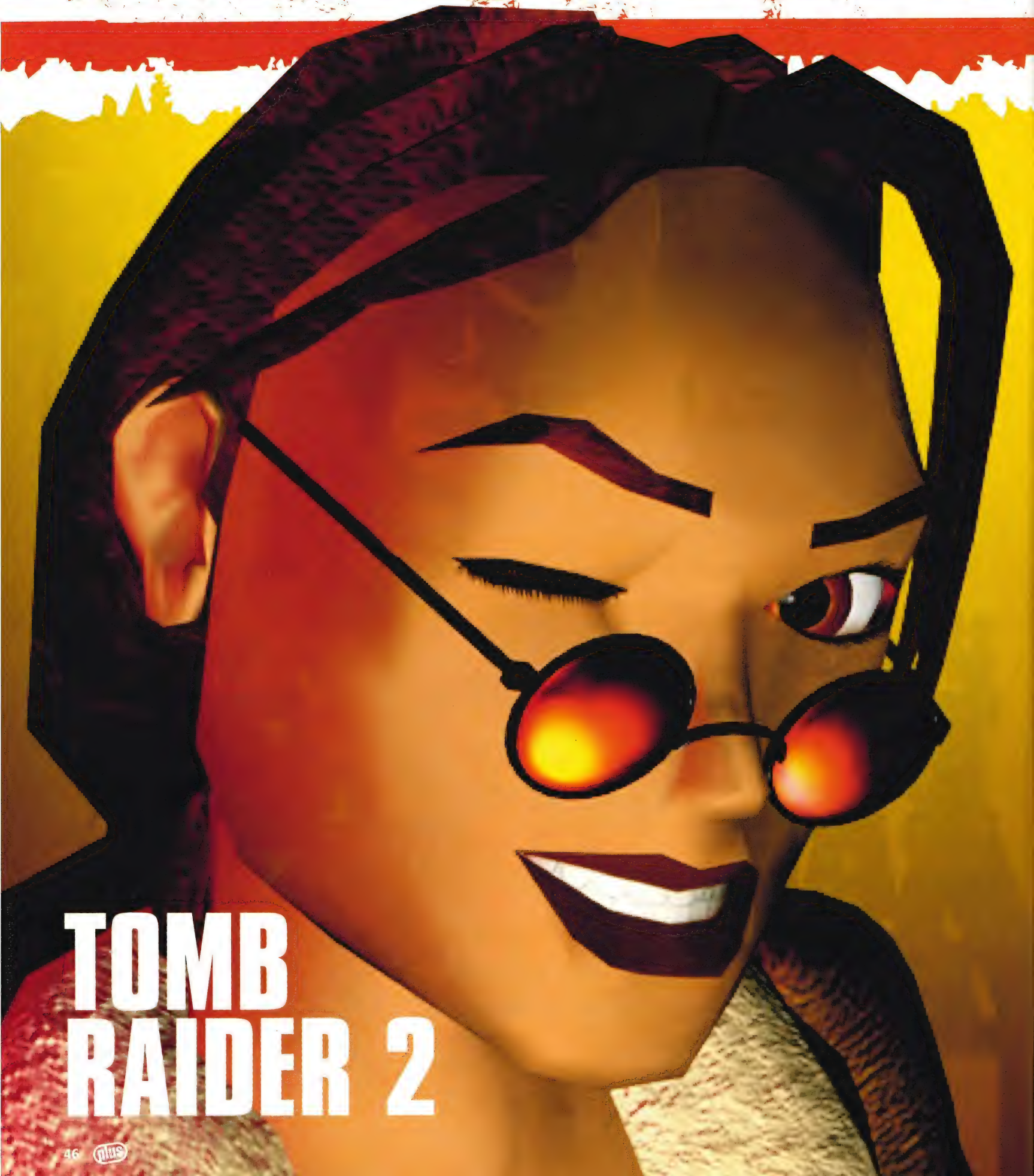


And what to do when you're  
gagging to get to the next bit





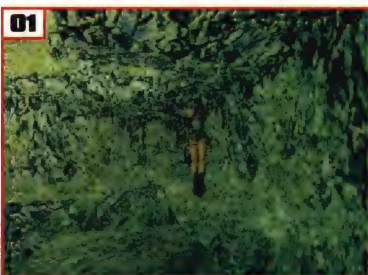
# Instant Expert



**TOMB  
RAIDER 2**



## THE GREAT WALL



Go through the pool on the left and hoist up to the block at the end. Follow the ledge, make a stand-jump to the pillar and then to the ledge. Follow the ledge and climb on the block. At the gap, pull up twice for a **secret**.



Run-jump the gap to another ledge. Climb the step, and run-jump over the next big gap, landing you below the hole in the wall. Climb up the wall, into a room. Go right, and fall through the grate into the water below.



Climb the steps, run-jump to the switch and pull it. Go through the door, onto the Great Wall. Kill the birds. Slide down the gap in the wall, on the right, into the pool. Swim into the alcove. Grab the guardhouse key at the end and exit the pool.



Kill the tiger, and climb back to the Great Wall via the green blocks at the side of it. Use the new key on the locked door. Inside, kill the spiders, and scale the ladder. Grab the rusty key, and drop back to floor level. Open the locked door in the corner of the room.



In the new room, kill the spiders and grab the goodies. Pull the block back once, and enter the new area revealed. Slide down the slope. Go left and jump to the crack in the wall. Shimmy over the darts and drop at the cavern's end. Hoist up to the corridor above you.



Run over the collapsing floors and keep running, bearing right until you get to the next area. Run right, to the gap at the bottom of the cave, and you'll avoid the nasty boulders. Jump over the spikes ahead of you and fall into a big room.



Slide down the slope at the end into another room. Get onto the collapsing tile to the left as a spiked wall closes in on you. Fall to safety. To dodge the wheels of death, run to either the left or right side of 'em. Carry on and shoot the spiders. **Secret** three is underneath the rope slide here. Find it, then walk to the death slide.

Run left to the gap in the wall above you, and hoist up. If you're fairly quick, you'll not be killed by the spiked walls. Run past more collapsing floors. Grab the **secret** if you can, and run into the next corridor, running right to avoid the walls.



Grab the slide, and travel over the pit. Drop off near the gap in the cave wall, but not too soon, or you'll plummet to your death. Kill the tigers that emerge from the gap in the wall. Run into the next room, and to the red door. All done!



# Instant Expert

## VENICE



Kill the dog in the alley, go left and shoot the dog and bloke near the hut. Grab what he drops.

Go into the hut, get the flares and press the switch on the wall. Go up the ladder. Jump off into the room above, and press the switch here. Climb the ladder once again.



Shoot the window, climb into the room and jump to the red canopy opposite. Then go to the balcony with and kill the sniper. Get a key from his corpse. Go into the water by the hut, and swim underneath the big doors. Climb out, press the switch, then use the key on the keyhole on the right. Now go back to the hut's roof.

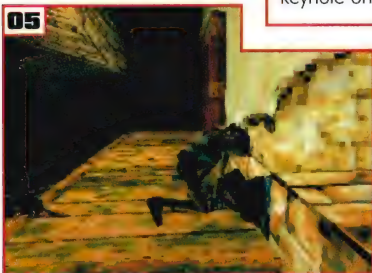


Go through the window, and turn left, killing the dogs. Go into the wooden corridor, pull the switch at the end and go back to the previous room.

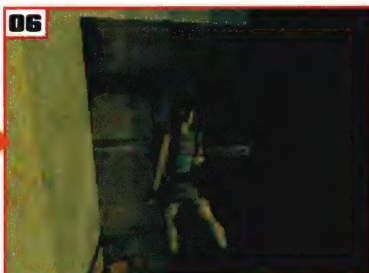
Shoot the window, climb to the ledge and run-jump to the red canopy opposite. Jump across the other canopies to the newly opened door.



In the alcove, pull the switch and drop back into the water. Swim back to the boathouse and get in the boat. Drive into the doorway you opened and light a flare. There's a hidden path on the right and the first **secret**. Get it, go back, then follow the sewer to the waterfall. Swim to **secret** two in the pool at the foot of the 'fall.



Get out at the jetty with a closed door and a window. Kill the rat, shoot the window and kill the guard. Grab his ammo. Get the shotgun ammo in the dark alcove in the room. Go back into the water and swim under the large doors, into a lock. Pull the switch on the wall, under the surface, and swim back to the room you just left. Pull the switch in the corner, opening entrance doors.



Get back in your boat, and drive into the lock. Get out and swim back to the room again. Pull the same switch again, get back to the boat and leave the lock. Go left, and get out at the jetty by the gondolas. Climb onto the block and jump forward to the canopy. Then jump to the bridge and deal with one man and his dog. Best way is to jump back to the bridge and shoot 'em from there. Cowardly, but effective.



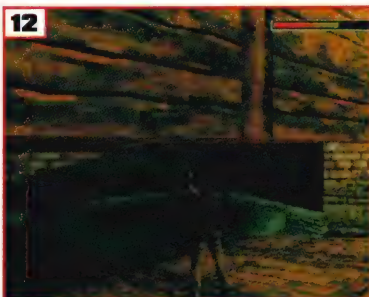
Grab the medikit, go right to the courtyard and kill the other guy. Get the key from his body. Use it in the locked door in the courtyard. Go inside, and drop down the hole in the floor. Pull the switch, climb back and kill the guy. Go back to the bridge, and kill the thug in the distance. Dive back into the water. Swim to the dead guy and get the clips. Go back to your boat and ignore the other boat. Go past the lock, and go left.



Go right, at the end, under a bridge, then right down a narrow passage. Go left to a wooden slope, leave the boat, climb the slope, shoot the windows and go into the room. Get the **secret**. Shoot the opposite windows, and go to the jetty below. Kill the guard and grab his medikit. Go into the room, kill the rats and pull the switch. Go back to the room with the secret in by doing a stand-jump, and hoisting up to it.



Go through the room, back into the boat, and back through the tunnel you just came through, and just after that is the room you opened, so go on in. Get the iron key in the water, and climb up through the gap in the ceiling. Kill the bloke and his pooch, get the medikit, pull the switch by the wooden doors and drop back into the water.



Use the iron key in the lock, kill the bloke, grab his medikit and pull the switch in the corner. Another grate rises, a quick route for your escape. Go down the alley with the open grates, left under the bridge, right at the gondolas. After the alley, go left through a tunnel, left again and go into the room on your right you passed earlier. Kill the enemy, nick his ammo and press the switch on the wall.



Get back in the boat, accelerate out of the room via the ramp, then speed up the wooden slope from earlier. You'll crash through gondolas, and you need to rush to the exit before the chimes stop. If the doors are closed, do it all again, from pressing the switch in the room onwards. Good luck!



Now you gotta clear the mines. Go back to the second boat, the one you ignored earlier, and climb in. Head towards the mines at speed, and...



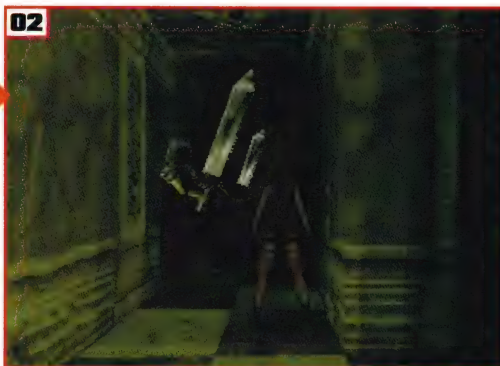
At the last minute, jump out. KABOOM! No more mines in your way. Now that really was a Bond moment! Swim back to where you took the second boat from.



## BARTOLI'S HIDEOUT



Stop at the first jetty, and get outta da boat. Kill the rats, go up the steps and kill the guy. Grab his medikit. Go down the corridor. Shoot the two rats, pull the switch at the end and wait for the goon to appear. Kill him, grab his medikit and leave. Go through the now-open big doors and kill the enemies and the balcony snipers.



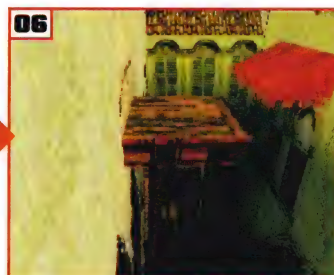
Go to the windows on the left, and shoot 'em out. Kill the dogs and go through. Go right to the corner and grab the goodies. Go back to the main room. Make your way past the statues. Best way is to safe-walk near their swords, then run under as they raise them. Light a flare in the room and pull the switch. This opens a door.



Go to the sloped wooden block in the middle of the main room. Make a stand-jump backwards onto the block, then... As you hit it, jump forward and grab the ledge in front of you. Hoist up to the new level.



Pull the block on the right back twice and go back to the wooden ledge you climbed up on. Jump to the ledge on the right where you just moved the block from. Then make a run-jump to the opposite balcony. Grab the ammo from the body, climb a ladder and shimmy right, dropping on the ledge outside. Shoot the enemy on the balcony. Face the red canopy opposite...

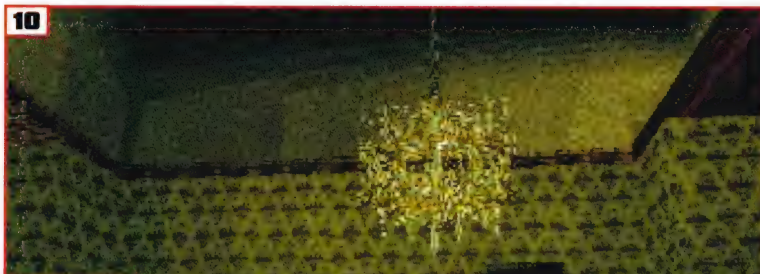


Run-jump to it then run-jump to the red canopy. Go to the end nearest the far wall and drop off the canopy. Jump to the opening with a staircase opposite.



Follow the balcony to another window, shoot it and step into another room. Kill the guards and dog that mysteriously appear. Go to the fireplace and push the block twice.

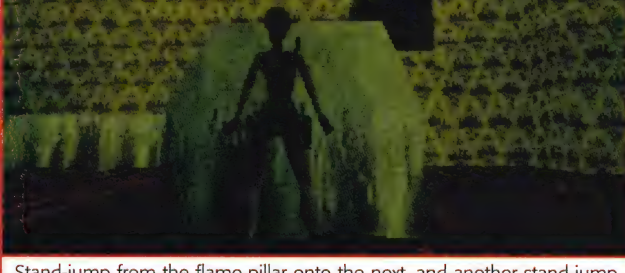
And run-jump towards it. Grab the edge, shimmy to the far left end and pull yourself up. You'll slide back, so jump, and you'll land on a balcony behind you. Turn to face the wooden ledge...



Kill the dogs, head through a door at the top of the stairs and kill the guard there. Shoot the window at the other end, go onto the balcony and take out the guard there. Grab the Uzi clips. Go back into the room, and pull the switch in the right corner. A secret door opens on the landing, inside is a **secret** and ammo. Go back onto the balcony where you just capped the guard.

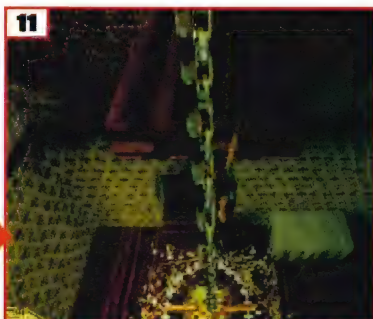


Climb onto the block, kill the rat and go to the slope. Traps spring out, so make a jump to the right from the top and land in the water. Climb out by the flames. The wooden block turns off the flames for a short while. Run to the first pipe, and jump when you reach it.



Stand-jump from the flame-pillar onto the next, and another stand-jump from there onto safe ground. The door in front opens. Kill the agent with two dogs.

Go to the block by the lowest chandelier, walk to the top and do a stand-jump, grabbing the chandelier. Hoist up to it. Face the ledge to the right, and run-jump over to it. Hoist up to the ledge.



Pull the switch, and go back to the chandelier you just jumped from. Face the next chandelier, run-jump to it and hoist up. Face the ledge and jump to that. Pull the switch there, and jump back to the chandelier. Face the highest chandelier, and jump to that. Hoist up and jump to the ledge.



# Instant Expert

12



Kill the rats and stand-jump to the wooden beam in the roof. Shimmy to the right, hoist up to the beam and run-jump to the wooden floor opposite. Jump to the lowest brick block and cap the guard. Jump back onto the brick wall, go towards the wooden beam and make a stand-jump forward from the end of it. Pull the switch there, go back to the brick ledge, then down to the wooden floor.

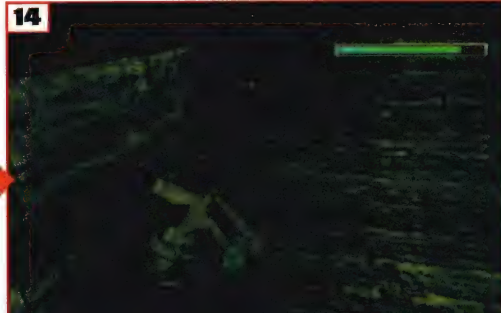
13



Jump back into the gap and cling to the ledge. The chandeliers are now at different heights, so you'll drop easily to the one below.

Make your way safely to the lowest chandelier. Go easy now! Turn to face the opening in the wall. And run-jump to it. Cling to the ledge and hoist inside. Grab the key, drop to the ground and get back on the lowest chandelier.

14



Get back to the highest chandelier, and press the switch again. Face the ledge with the switch pulled earlier, and run-jump to it. Shoot the window and go onto the ledge. Drop down the gap into a pool of water and pull the switch underwater. Swim through the gaps in the wall. Follow them through to a secret area with a **secret**, and grenades. Pull the switch on the wall, swim up the tunnel and grab some air. Head back to where you dropped into the water from above.

15



Go up the stairs and use the library key on the lock. Kill the enemy and go to the room he came from. Follow the corridor and climb the left bookcase. Jump across and jump onto the block. Pull the switch and drop back to the floor. Kill the thug. Go to the room he came from and climb the left bookcase again. Run-jump to the opposite ledge under a window and face the left bookcase. Climb it, shoot the window and stand-jump to the ledge.

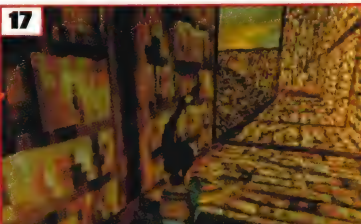
16



Slide backwards down the canopy and grab the edge. Hoist back up and jump back to a platform opposite. Run-jump to the rooftop opposite.

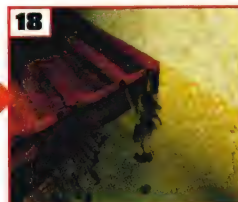
Face the hut over the wall, jump onto the wall then into the water. Climb onto the ledge by the hut. Kill the guard, go to the ledge in the hut and get the detonator key. Leave the hut.

17



Climb up by the wooden door opposite, kill the enemy, get his medikit and go into the courtyard. Go through the windows, back out of this room and pull the switch opposite. Kill the guards. Go through the windows and grab the ammo. **Secret** three is reached by pulling up to a sloped roof. Get it and go back to the wooden door, which will open for you. Head to the detonator on the left. Use the key on it. BOOM!

18



Jump forward into the water and swim towards the rubble. Turn and shoot the distant sniper and climb to the brick block. Turn and stand-jump to the ledge, go to the yellow wall and stand-jump to the next ledge.

19



Stand-jump from the ledge to a block right of the one in the roof. Drop down the gap, round the brick on the roof, and slide to the level's end!

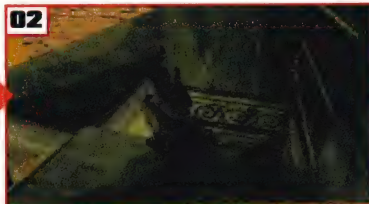
## OPERA HOUSE

01



Go to the left of the platform you stopped on to avoid the crate. Drop into the water, head to the left corner, climb up the ladder and shimmy right as you reach the first ledge. Drop onto it.

02



Face the opposite building and stand-jump up to the next ledge. Hoist up and pull the switch in the wall. Get back on the ladder and continue up. As you pass the next ledge, shimmy right and drop onto the ledge. Stand-jump forward onto the next ledge and run-jump to the white ledge opposite.

03

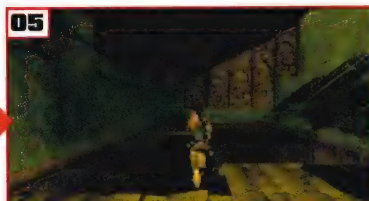


04



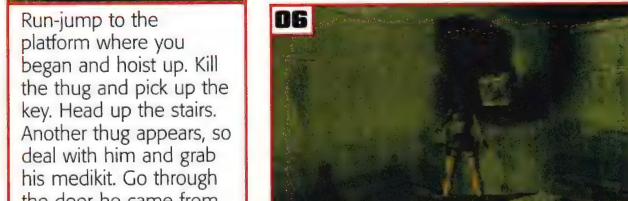
There's another block to the left, so run-jump to it. Jump to the sloped roof on yer left, cling to the ledge and shimmy across to line up with the window below. Drop, then cling to the window ledge. Hoist up and shoot the window. The room is full of glass, so WALK through it, to the ladder on the wall. Climb it, and use the ornate key in the lock.

05



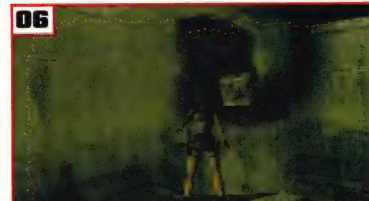
Light a flare to see. Climb up the next ladder, and make run-jumps across the roof as it collapses under you. Jump at the last minute so you can grab the ledge and hoist up. Jump to the area on the right, go down the gap and kill the dogs and blokes before entering.

06



Run-jump to the platform where you began and hoist up. Kill the thug and pick up the key. Head up the stairs. Another thug appears, so deal with him and grab his medikit. Go through the door he came from. Get back on the wooden platform from the start of the level. This time, head to the rooftops, towards the right wall. Run-jump to the first block and hoist up.

06



Kill the rest of the enemies, grab their dropped stuff and go towards the bit with the swinging crate. Stand on a high point of the dome and run-jump to the left side of the crate. Hoist up, drop into another room and crack open a flare.





Flick the switch, climb out and kill the two enemies who appear from the room you just opened. Drop into the room, and pull the switch by the metal gate. Drop down backwards into the room you just opened.



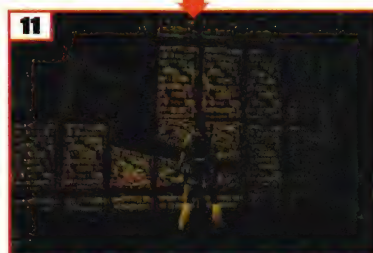
Head down the corridor, running away from the boulder, which is easy. Press the switch on the right wall, go back to the ladder and climb up. At the top, shimmy left and drop to the ledge. From the ledge, drop into the room, being careful of the sandbags. They can crush you, y'know. Kill the bloke who comes from the left room and grab his medikit. Make your way down to the ground floor, making sure you take out the enemy and dogs from above.



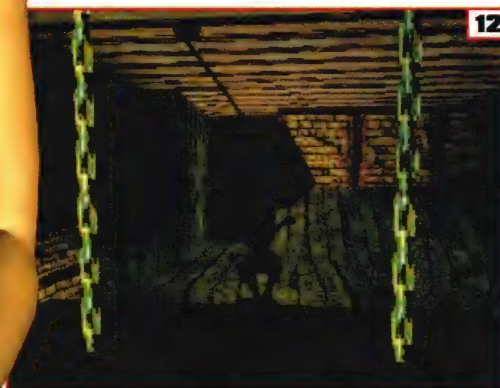
Drop down the gap in the floor to get to the ground floor, clinging then dropping to the level below, and clinging onto that one. Once on the ground, nick the supplies from the people you shot, and stay away from the dark alcoves, as they contain boulders. Now you need to get to the stage. Jump to the wooden stage, hoist up and head to the room on the right, killing two enemies and a dog. Don't stop too long in one place, or you'll be crushed. Go to the opposite door, pull the switch on the wall and go back to the room the enemies and dog came from.



Stand jump up to the platform in the doorway that was revealed. WALK over the glass, drop back to the ground and run along the wall with the sandbag above. Don't stop moving and it'll drop safely to the ground.



Go back to the ledge again, and WALK through the glass. Turn to the raised section of the bridge where the sandbag fell down. Run-jump across to the wall, grabbing the angled edge. Shimmy left and hoist up. Pull the switch and run-jump back to the platform in the centre of the room. Hoist up.



Go across to the section that has now dropped, and run-jump at it. Grab the ledge and hoist up. Climb into the alcove and run-jump to the wooden beam. Hoist up and shoot the goddam rat. Go to the left corner. To dodge the swinging sandbag, make a stand-jump forward as it reaches the end of its left swing. Do the same for the next one and pull the switch on the left.

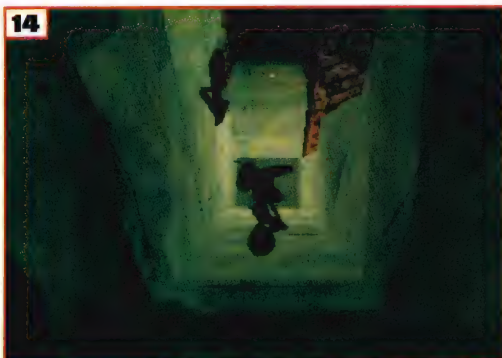


Jump as you near the end of a slope. Head for the steps and swim right. As you climb out, grab the relay box. Go left before this, and down to find a **secret**. Pull the switch and climb the ledge opposite. Head to where the guy was earlier. There's a drop in the alcove. Drop down. Go right along the corridor. Turn, and drop back over the edge.

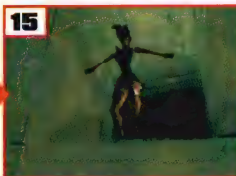




# Instant Expert



Pull the switch there and slide down into the room with the fans in. As you near the end of the slope, jump up to the block above the fan. Grab the ornate key. Climb the blocks on your right and run-jump to the sloped platform. As you get close to the end, jump into the duct ahead.



Shoot the rat, walk to the edge near the drop before the fan and stand-jump backwards when facing away from the fan. Repeat this to pass the next fan.

There's a dark tunnel ahead, so stand-jump forward to it, and get the **secret** at the end. Go back and back-jump over the final fan, as before.



Go to the block, pull it backwards and press the switch behind. Move the block into the other room, climb to the lowest window frame, shoot the window and go back into the room. Push the block out into the one you've just moved to the other room, climb onto the stacked blocks, and climb back up to the higher windows.



Head back the way you came and use the key on the lock. Go to the room to the left of where you started, where the sandbag was. Go into the corridor, put the relay box in the slot, pull the switch, hop on the lift and quickly jump to the ladder and climb into the hidden opening for a **secret**. Flip a switch, return to the lift and go down on it.



Shoot the two blokes at the bottom, pull the switch to send the lift up but don't get on.

Drop into the water under the lift, swim round and follow the steps. At the top is a circuit board, so grab it.



Close by is a switch. Pull it and go into the cage door when it opens. Go inside, hoist up to dry land, shoot the rat and do a series of stand-jumps forward to the next ledges up. You'll emerge in the main room. Go through the door you opened with the ornate key, drop into the hallway and climb the ladder.



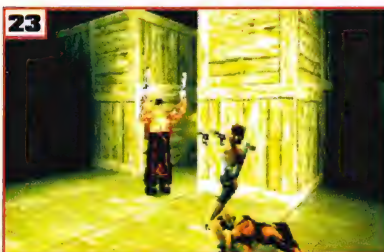
Press the switch on the way up, climb onto the control room, put the circuit board in the slot and pull the right hand switch. Drop out of the room and press the wall switch a second time. Climb the ladder again, shimmy left and enter the main room. Make your way down, and get back on the stage after killing two nasties.



Be wary of sandbags falling as you go into the room of crates. Kill the blokes and dogs, grab what they drop and go to the lightest coloured block on the left. Pull it back twice, go over it, pull the switch, climb the blocks and head for the gap near the hanging light.



Go into the right hand room, jump onto the ledge and you'll see a swinging sandbag. Pull the switch and make a run-jump to the right hand side as the sandbag swings right at the end of its motion. Avoid the swinging crate in the next room and jump to the crates on the right.



Go to the left of the ledge, jump to the next bunch of crates, run-jump to the block on the facing wall, press the switch and drop down. Kill the final bloke, nab his clips and go through the door.



Kill the dogs and the tough agent. Drop to the floor and nick his grenade launcher and grenades. Kill the next agent and grab his medikit. Press a switch to open a door, climb onto the lower block, between two higher ones and climb up again to the one with the crates swinging. That's it. Level over!



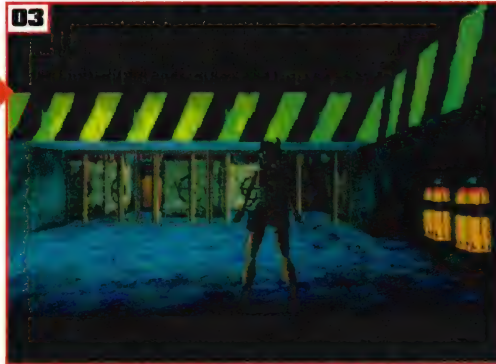
## OFFSHORE RIG



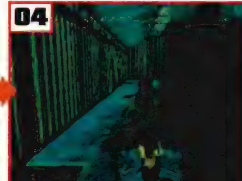
Go round the blocks and pull the one ahead of you twice. Jump over it, go right down the corridor you've revealed and pull the switch. Make it out of the room before the door closes. Jump up onto the blocks, run by the window and out of the door. Go left and head up the corridor where guards come towards you. Don't run on the sloped section for too long since it causes barrels to roll at you. Run past the guards for now.



In the room at the top, wait for the guards to return. When they shoot the window, go through onto the ledge, into the hangar. Drop to the ledge below, press the switch, jump into the water and swim to the hatch underneath the plane. Hoist inside and press the switch.



Get back into the water, swim to the ledge by your cell, hoist out and go back through the window that was shot out. Drop onto the lower platform. Make a run-jump to the wing of the plane. Grab on and hoist up. You'll drop down the closed hatch into the body of the plane. Get the guns, climb the ladder and get back on the outside of the plane. Swim back to by your cell and hoist out.

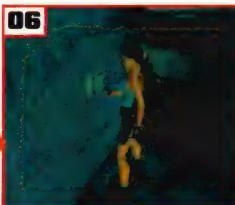


Kill the two guards and grab the medikits and yellow pass card. Now go for a **secret**: Go back to the ledge, through the window, and turn to see another ledge opposite. Run-jump towards it and go down the corridor.

Drop into the water, pull the switch and follow the tunnel to an open hatch in the floor. Swim behind the blades for the secret. Now swim back to the land near to your cell.



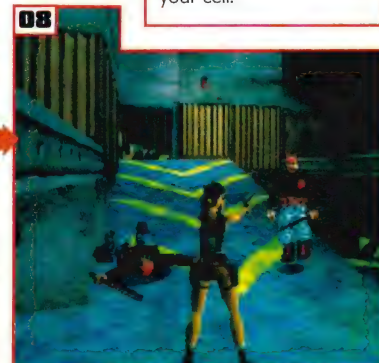
From the room with the shot windows, put the yellow pass card in the slot to open the door. Press the switch on the wall at the end of the corridor, and go right at the end. Follow the corridors round till you find a door. Open the air-tight door and enter the room. Kill the enemy and nab his medikit. Go to the next room, and kill the bloke here as well. Nick his medikit as well. Get the harpoons too.



In the next room are bunks. get the harpoon gun and other ammo, climb to the top bunk at the room's entrance and press the switch. Get outta the room before the door closes, or do the switch again. Climb to the top bunk near the open hatch. Stand-jump to the ledge and hoist up. Follow the corridor, slide down the slope backwards and grab the edge when you drop. Go down the ladder. Now get to the other ladder.



Put the block by the flames so you can jump the wall. Climb the block, run-jump to the other ladder, cling on and climb up. Kill the bloke and get the red pass card from his body. Climb the ladder before the stairs for a **secret**. Go up the stairs, drop into the water and climb out into the corridor. It should look familiar! Go through the door you opened with the yellow pass card, at the end of the corridor, go left, follow it round, kill the guy and dog and get the Uzi clips.



As you go to the slope, barrels roll toward you. Jump 'em and put the red pass card in the slot. Kill the three guards, get the goodies they drop and push the block in the corner of the new room. Go round the other side of it and push it under the gap in the roof. Go back round, jump to the block and climb up it.



Face the gap in the wall and stand-jump into the hallway. Follow it round and kill the guy, nabbing his shotgun shells. Go to the room at the bottom and pull the switch. Go back the way you came and drop into the water. Climb out the other side, jump to the bit behind the two pipes and pull the switch. Go to the room that needs the green pass card. A hatch has opened. Drop into the gap and slide into another room.



Drop into the water and swim to the pillar with the ladder. Get the **secret** from the bottom then climb back up. Go left to the end of the platform. Turn right to see another platform. Run-jump to it, grab and hoist up. Do another run-jump to the single platform. Stand-jump to the other platforms. Run-jump to the one by the wall, and follow it to the end. Run-jump to the next ledge, shoot the window in the wall and go through.



Get the green pass card inside, and go back round the platforms and hoist up into a gap in the wall. Follow the corridors and drop down. Shoot the guy, get the medikit and go back down into the room. Use the green pass card and flick the wall switch. Leave the room through the door opened with the green pass card. Drop into the other pool of water that is now filled. Swim through the tunnel, pull the switch and swim through the grate. Hoist up to land and go up the stairs to finish.

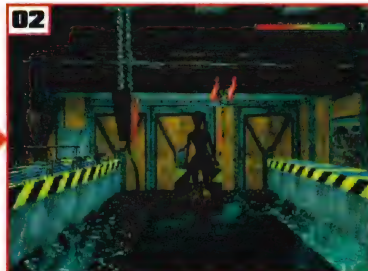


# Instant Expert

## DIVING AREA



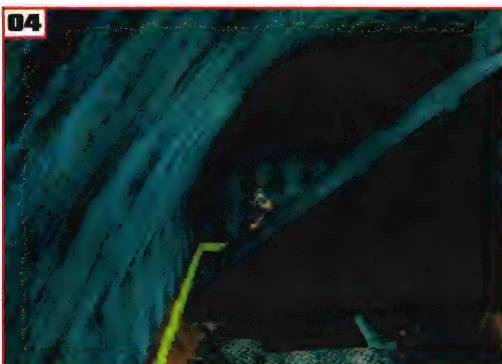
Go up the stairs, jump to the ladder, climb it and go round the corridor. Activate the switch, and go back to the water. Swim behind the fan for grenades. Pull the switch under the surface to open the opposite door. Go into the room and kill the dog. Enter the water and find the doorway.



Follow the area till you can climb out, and kill the two enemy blokes. Grab the Uzis and clips. You'll come out in the room you previously entered. To get to the other side, line up with the right hand crate. Stand on the edge, stand-jump forward, shimmy to the right and hoist up. The hook'll miss you. Face the other ledge.



Time a run-jump as the hook swings past you and climb up. Run-jump to the other side of the room and pull up. Kill the enemy agents entering the room, and grab the medikit. Go to the room they came from. Go to the centre and slide down backwards, landing in the pit halfway down. Grab the **secret**. Climb out. As you reach the end of the slope, jump and land on the platform. The toxic waste below kills, so be very careful, eh?



Go out of the left door and climb to the top of the vast ladder. Drop to the sloped floor backwards, and cling to the ledge as you fall. Drop and cling to the walkway a little way beneath you. Hoist up. Kill the enemy, get the ammo and go to the gap in the railings on the left. Look down to see the grey area. Run-jump to it and get the blue pass card.

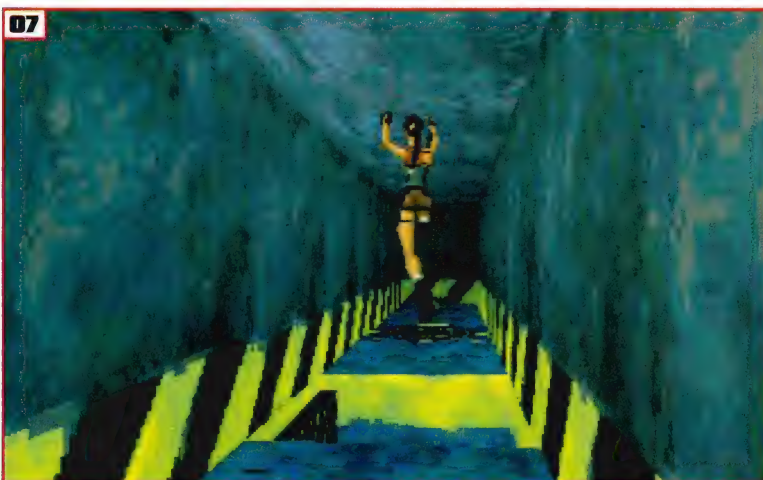


Go through the other door, on your right and follow the corridor. When you find the ladder, jump to it and climb up again. As before, get onto the metal walkway, where you dropped backwards. Go to the door and use the blue pass card on the slot. Kill the four dogs, and the flame thrower guy. Keep your distance from him. He's hot!



Open the two airtight doors, and follow the one that takes you into a room. Kill the agent, dive into the water and swim towards the underwater gap in the wall. Find the frogman, swim back to dry land and cap his ass from there. It's safer, y'see.

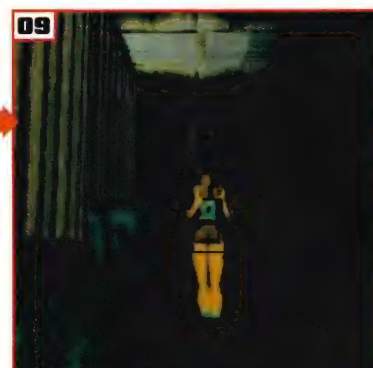
Go back to the underwater opening and pull the switch. Go slightly back, through the grate that has now opened. Follow the tunnel round and pull the other switch (opens the helipad door).



Follow the tunnel around so you emerge by the first switch you pulled. Get back out of the water where you killed the frogman. Now go to the room with the helipad in, through the airtight door you opened earlier. Kill the guys and go to the room ahead. Activate the switches on the far wall, turning off the flames for a short while. Run over where the flames were, jump the gap that opens ahead of you and get the machine gun and a chip at the end. If you've been quick enough, you can get back to the room with the switched unarmed. Head back to the room you killed the frogman in.



There's a block by the left door, so move it away to reveal the slot for the chip. Place it in the slot, the door will open, and head through it. Kill the agent, and watch out for the flamethrower guy. Keep away from him. Grab the medikit from the dead agent. At one end of the room is harpoon ammo, so geddit. Go into the water, and kill the frogmen. Getting to dry land for this may be easier. Swim through the gap into another room. Hoist out into it, on the low point.



Kill the agents at the far side of the room. Climb up the wall behind you and activate the switch. This opens the control room door. Get back into the water and kill more frogmen. Climb out and kill the agent.





There's a **secret** here. Head to the brightest computer panel in the wall, and walk to it. It'll open. Activate the switch inside and drop back to the water for the secret. Go to the control room, and pull the switch on the facing wall to activate the crane.



Jump onto the crane, then run-jump to the other side. Jump on one side of the crane-slab, or you'll leap onto the buzz-saw. Head to the crates in the corner and hoist up.



Behind the blocks is a corridor. Go down it and activate the switch. Leave this area, and go back to the helipad room. Kill the agents, and the dog, go into the room and drop into the area that's revealed ahead.



Kill the flamethrower guy and the other agent. Pick up the chip from the dead guy with the stick. Walk to a door in the room that opens automatically. Go back to the control room.



Jump to the crane ledge to reach the other side, and use the chip in the slot beside the buzz-saw. It'll stop, allowing you to get the red pass card. Go back to the room you just killed the people in, and use the red card on the door with the slot by it.



Drop down into the corridor, kill the agent, and follow the corridor down again. You'll pass two dead guards you killed earlier. Get their medikits, go into the corridor ahead, drop into the water and wade through.



Climb out and keep going. You'll hear voices in the next room. Enter the room, kill the three guys and walk to the prisoner. **Secret** three is hidden inside this area and is accessed via a small door.

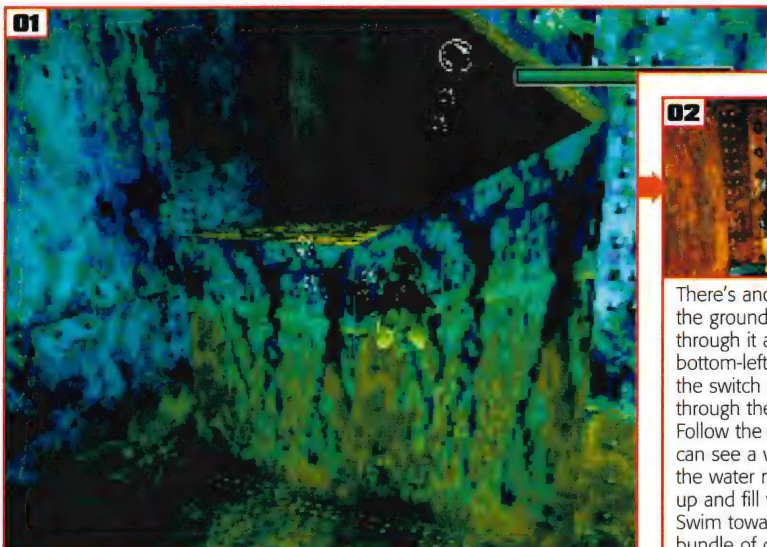


■ Lara's next adventure finds her carrying out the daring theft of King Kong's fruit salad recipe



# Instant Expert

## 40 FATHOMS

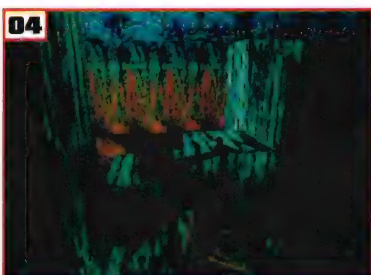


Use the barrels and debris as a guide to show you the way to the wreck. Go to the anchor, on the top left of the ship, and swim into the gap. Get some air. Dive into the water again, and swim through the gap in the wall. In the next room there's a gap up in the top left, so swim on through that, and go left.



There's another gap near the ground, so swim through it and go to the bottom-left corner. Pull the switch there and go through the hatch. Follow the area till you can see a way up, with the water rippling. Swim up and fill yer lungs. Swim towards the bundle of crates and then down towards a gap. Climb outta the water, and follow the area round to a switch on a wall. Push it then return the way you came. The water below you has now drained. Drop down to the now-dry area.

Climb up onto the single block, the one from which you can see three blocks stacked on each other. Jump across, then run-jump to the block below the ledge. Climb to the ledge, and kill the agent from this vantage point. Get the **secret** from the end of the room, and mind the darker blocks in the middle, as they open up, plunging you into the room below. When you have the secret, fall into the room below. Kill the agents.



Grab the harpoon ammo, and the medipack. There are three tall platforms in the corner of the room. Go to the low ledge that faces the wall. Jump up to the right platform, hoisting up to it. Then, as you get to your feet, jump backwards. You'll land on another sloped surface, so jump again and you'll land on a flat surface. Make a run-jump to the doorway ahead of you.



Pull yourself up to the ledge. Go straight ahead, jumping over the pipes on the floor. There's a switch on the left as you enter the door. Pull it if you want to find a **secret**. At the end of the corridor, go left, pull up into the hallway and follow it. Drop to the water, and swim to the secret. Go back to the switch you just pulled.



Continue up the corridor, and turn right halfway up where you'll see a corridor. When you see a crumbling ladder, jump up into the room and pull the switch.

Drop back down, and follow the corridor round to the right. Go into the room at the end and pull the switch. Now do the following really quickly...



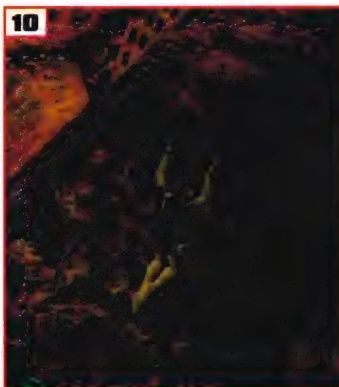
Run along till you see a corridor of flames on your right. The first two flames will be turned off (if you were quick enough) so you can pull a switch on the left wall. Go back towards the door you went through to find the secret, and go through the new door that has opened.



Go into the room and pull the switch. Now, for the following, be really quick, the switches only turn the flames off for about 30 seconds. After pulling the switch, run back to the flame corridor and pull the switch by the door. In the new room, drop into the water and swim up through the gaps to the top section.

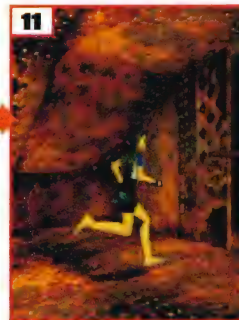


Pull the switch, swim back down through a new gap and pull another switch. **Secret** three is at the bottom in a tunnel here. Swim back to the hatch, and go through to land. Follow the corridor, and drop into a new room. Find a drop down into a room that looks like the room you dropped from.



Head to the right corner, and pull the block backwards twice. Climb up the block, and hoist into the alcove. Pull the switch, and there'll be a crash, and a hatch will have opened up in the roof.

Head for the two gaps in the wall, with ladders beneath. Go to the left one, stand back against the wall, and stand-jump to the ledge. Hoist up to the room above.



There's a gap in the ceiling reached by climbing the rubble. At the gap, hoist yourself up, and pull the switch. Make your way back to the room below this one. Go to the next gap along, also with a ladder beneath, and do exactly the same: Climb up, scale the rubble to the gap and pull the switch there.



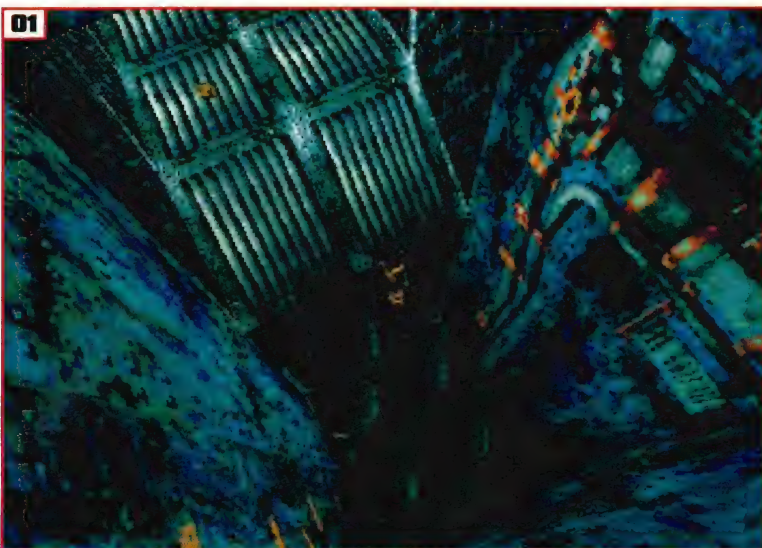
Now go to the alcove in the right corner of the room and, using the rubble, climb to it. Hoist into the corridor, follow it round and drop into the water. Take out the frogman. Swim through the gap in the wall, and follow the path till you come out in a room.

Kill the two guards there grab the shells and medikits, pull the switch on the wall, and go through the door that opens to the level's end...



## WRECK OF THE MARIA DORIA

01



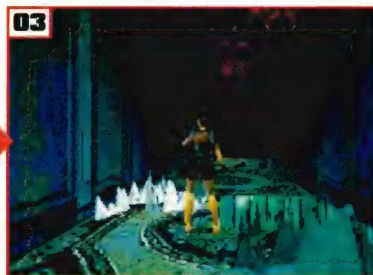
Drop into the water, climb out again and shoot the frogman. On the floor below is some harpoon ammo. Swim to the gap in the wall and follow the tunnel till you find dry land. Climb out and grab the medikit. Slide backwards down the slope and grab the edge as you fall. Drop onto the collapsing tiles and fall to the room below. Kill the agents, nab their ammo and medikits. Go into the room they came from.

02



In the corner is a gap in the ceiling. Jump into it, follow the corridor and cap the asses of the agents there. Drop into the room to find a **secret**. Make your way back to the previous room again. Now you have to move blocks. Pull the green block back once, then go round it and push into the alcove, keeping it outta the way. Do the same with the other block, and with any luck you'll have revealed a corridor.

03



Now remove the last block and dump it out of the way to reveal another corridor. Go down the right corridor and, as you drop down, kill the three agents. Get the flares and medikit.

You'll enter a large room. Shoot the guy on the level above you. Find a room to the right end of the room you're in. Safe-walk through the glass, to the gap in the floor. Line up, backwards, with the ledge below, drop back and grab the edge.

04



Drop down, and, as you fall, grab the ledge below and hoist up. Get the key at the end, walk to the end of the ledge, and stand-jump and grab to the ledge above you. Hoist up and walk through the glass. Now head back to the room where you moved all the blocks.

05



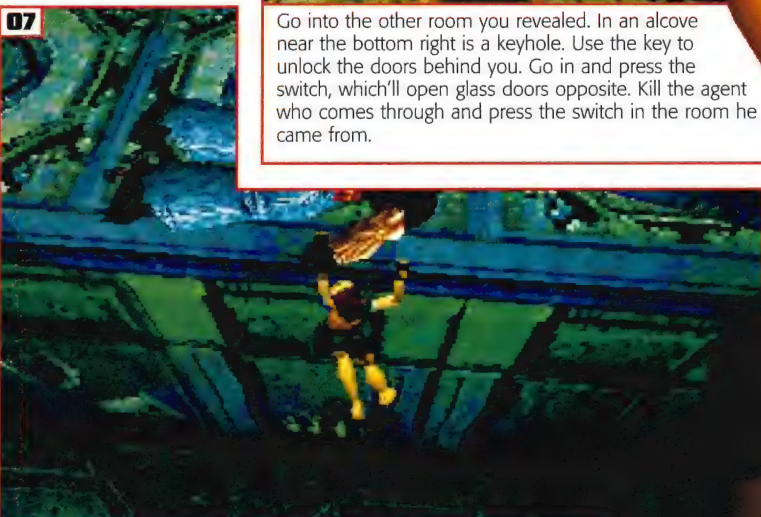
Go into the other room you revealed. In an alcove near the bottom right is a keyhole. Use the key to unlock the doors behind you. Go in and press the switch, which'll open glass doors opposite. Kill the agent who comes through and press the switch in the room he came from.

06



Go back to the switch in the alcove you just pressed and press it to close the windows. Go back to the big room, with the agent you killed on the level above you. Head towards the room you went to before, with the broken glass, and find the raised tile in the floor. Stand on it and stand-jump to the ledge ahead and above of you. Hoist up.

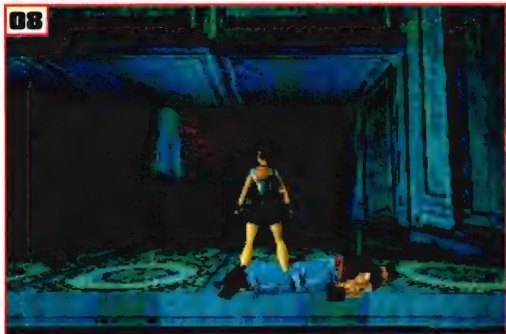
07



Turn left, head towards the end of the corridor, and jump back and cling to the edge of the platform and cling on. Shimmy all the way left, along the platform, and hoist up right at the end. Follow the platform round, and run-jump at the end to cling to a platform in the corner. Miss and you'll be impaled on glass, so watch it. Hoist up and get the circuit breaker.



# Instant Expert



Go back to the raised tile, hoist up to the platform, and shimmy left along the platform as you just did. But instead of going all the way along the platform, hoist up halfway along to an area where you killed the agent above you earlier. Climb up to where the door is into the room. Inside, open the air-tight door, opposite the door that needs a key. Don't go in yet, though. Carry on down the corridor and open the other air-tight door. Jump backwards in to the room, grabbing the edge, and dropping into the room safely.



Pull out the block then push it to the wall, under where the switch is. Climb up onto the block and pull the switch. Now pull another block, so you climb out of the gap in the wall that has the switch on. Follow the corridor round and kill the agent.



Drop into the next room and move the block to under the switch up on the wall. Where the block was is a key. Get it, climb up the block and push the switch. Climb into the corridor that is revealed, and go to the door that needs the key, opposite the air-tight door. Open it with the key. Drop backwards into the room to avoid damage.



Move the block in the corner to the end of the metal platform. Climb onto the platform, and pull out the block as far as you can, revealing a block behind it. Push the new block back to reveal a corridor on the right. Go down the corridor, and just you mind those collapsing floors.



Step onto the floor and you'll hear the sound of barrels. Jump back and the barrels will roll past on the other side. Run-jump over the tiles and head right, up the slope. Climb into the corridor to find a **secret**. Head back down the slope, and turn right.



Go into the room, kill the cannon fodder guard and drop through the gap in the floor. Under the water is a switch, so go pull it. Quickly, as the switch is timed, get back into the room above... Then go through the new door that opened. Pull the switch on the wall, and head down the slope on the right. Jump forward and back over the glass till the metal floor appears. Hoist up to the ledge above when it does.

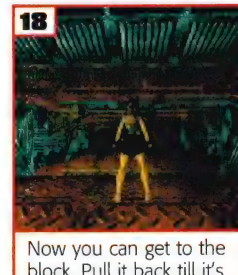


Pull the switch on the wall here, then head back to the room where you killed the agent and dropped down onto the boat. Go into the higher gap in the wall, follow the corridor round to the door that has just opened and kill the three agents in the room.

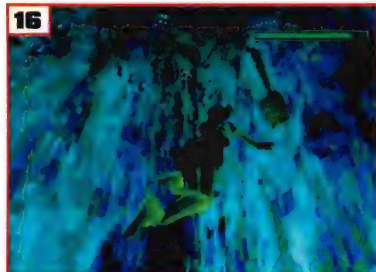
From where you enter, go left to the switch, push it, run round and drop through the gap to the floor below. Press the switch on this lower level, get the medikit from the agent, and pick up the circuit breaker in the corner. Climb up the hatch that opens.



Head back to the room where you drop to the boat. All the water is now drained, so drop back, grab the ledge and drop safely into the room. Open the air tight door, follow the corridor till you drop down, pull the switch and get the circuit breaker. Climb back up where you just dropped down, but go right at the junction and drop into another room. It should look familiar. Kill the two guards, and get the Uzi clips.



Now you can get to the block. Pull it back till it's below the gap in the wall above you, then climb up the block, and into the gap. Go into the room and pull the switch. Run-jump out of the room, and grab onto the metal beam that spans the room. Hoist up, run-jump then grab the next metal beam, and the third. At the third beam, jump through the gap in the wall to a new area. Drop into the water, swim along and get to the dry land. Go into the next lot of water, kill the nasty fishie, swim around and get onto the dry land. Kill the agent who lurks there, and get his medikit.



Go into the first big room you came into, at the start of the level. Find the pool of water in the corner, drop in, get the medikit and swim through the gaps.

As you swim up, you'll see a switch, which you must pull. Now climb out of the water.



Kill the agents, get their goodies, and head for the three fires in the corner of the room. They need switching off, so here's where you use your circuit breakers. Put one in the wall to the right of the first fire. Now put the second circuit breaker in the wall where the first fire was. Then put the third circuit breaker in the gap where the second fire is put out, extinguishing the third fire.



19



Follow the corridor round till you find the air tight door. Open it, go in and pull the switch, opening the door opposite this one. From there, push the block where the flare is on the floor, and reveal a switch. Pull it to open a hatch to outside the ship.

Head down the corridor on the left, where the lit lantern is on the wall. Go right, down the long corridor and drop into the water, outside the ship. Watch out for the sharks. By some obvious weeds on the sea bed is the cabin key. If you have the time, there's also a **secret** hidden in a room in the sea. Get back to the wreck and climb back inside.

20



Go to where you killed the agent before, and find the door with the lock on. Use the cabin key to open it. Pull the switch, and leave the room. Drop into the gap, in the pit, that the switch opened. Push the block forward, to under the switch on the wall. Climb the block and pull the switch, which will open a hatch in the cabin.

21



Go back to the cabin and hoist through the hatch. Go down the corridor and drop into the room you come across. This is the room you were in earlier, but you can get to the sea from the bottom, as most of the glass is now gone. Jump into the water, minding the remaining glass. Kill the frogmen, head to the barrel on the sea bed and swim into the gap. Follow it round, dodging the evil fish, to finish the level.

■ 'Look into my eyes and soon you will be under my spell. I said my eyes boy!'

## LIVING QUARTERS

01



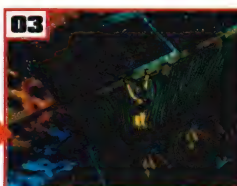
Swim through to the next bit of the cave. Turn round 180 degrees, and pull the switch on the wall. Head to the body of the wreck where a hatch will be open for you. Climb in. Turn left, head towards the exit and kill the enemy in your way. Nab his medikit. Follow the corridor round into a large machine room. Turn right, and go to the slightly raised floor part. Hoist up onto the the main machine section.

02



Simply drop off to the other side, and enter the corridor on the left of the wall. Kill the two agents, get the pistol and harpoon ammo. Follow the corridor to a room with a locked door and a set of fires. Watch out for the barrels that roll at you on your way. Jump over 'em and cap the enemy for good measure. In the room, go to the top of the sloped floor, turn to face the wall with the fires and run-jump to the ledge.

03



Cling onto the ledge, shimmy right and drop to the ground after you've shimmed past all the fires.

Pull the switch on the wall. Jump to the ledge on your left, and hoist up. Follow the corridor 'till you find a room with a switch in. Pull the switch.

04



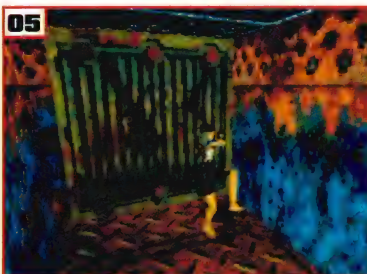
Drop down the gap in the floor and go to the large machine room you came through earlier. Climb up to the big block on the right of the machine structure. Stand-jump to the first tower, grab on and hoist up. Walk to the edge, and stand-jump to the next tower, then run-jump to the next one, which is slightly lower. You can also reach a **secret** from here, on the right.



# Instant Expert

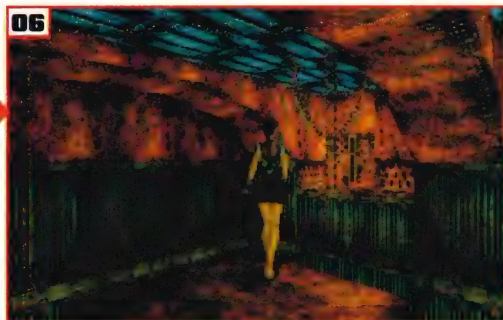


05



From the final tower, jump into the opening in the wall. Kill the enemies who appear as you go down the corridor. Follow it round till you reach a block. Push it forward as far as it'll go, then turn left, down the corridor. Push the block there forward once, drop down the gap in the floor and you'll be in the room with the switch you've been to before.

06



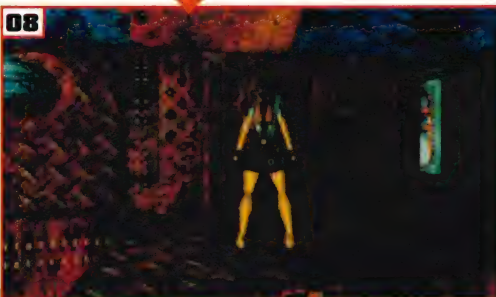
Pull the switch again and go back to the gap you just dropped down. Hoist back up and head back to the towers in the machine room. Make your way across as you did earlier. When you reach the last tower, look to the right and you'll see a ledge with a switch on. Run-jump to it, cling and hoist up. Pull the switch and run-jump back to the tower you jumped from. Drop back down to the side of the room you just entered from.

07



Head back down the corridor you went down earlier, and this time you'll fall into water. Swim through the flooded corridor back to the room with the fires in. Swim up to the switch in the wall (Not the one you pressed here earlier, a new one) and pull it. Swim out of the door you just opened at the end of the room. You're now heading out to sea. Swim to the underwater cavern, dealing with the frogman. Avoid the massive eel in the cavern. Lurking by the roof is the best way. Pull the switch in the cavern

08



Swim out of the cavern, head to the hatch you've just opened, in the bulk of the ship, and head in. Hoist up into the new room. Go towards the big platform in the middle of the room, and kill the agent on the level above you. Get onto the raised walkway. Turn right and go to the switch at the end. Pull it, and head back through the door you've just opened. Go right as you enter the next room, and see two switches on the room. They operate ledges you need to shimmy over. Pull the right switch, then the left one.

09



Get your back against the wall with the switches on, and run-jump to the ledges you activated. Cling on and shimmy right, over the pit of glass. Hurry across, as they are timed, and retract after a while. As you reach a ledge to the right, hoist up, pull the switch, drop off the ledge and head outta the room via the door you came in by.

10



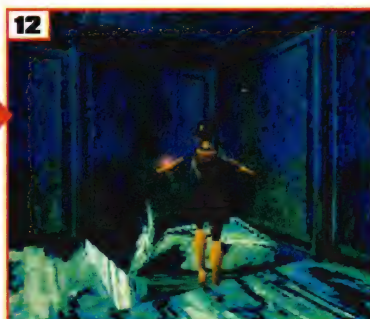
In the room where you killed the agent on the level above you, go to the left corner. There are two pillars, with sloped tops. Do a backwards jump onto the lower one, then jump forwards as you land on it. You'll jump to the higher pillar and as you land on that, jump forward and grab the ledge. Hoist yourself up.

■ She looks like butter wouldn't melt in her mouth. But you wouldn't mind slipping her a knob to find out though, eh?





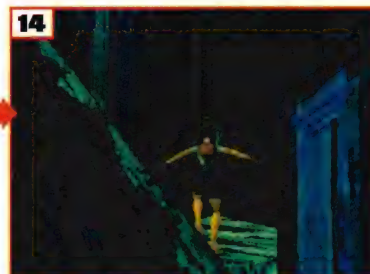
Face the platform opposite, and run-jump to it. Follow the vents till you reach a block. Pull it back once, and use stand-jumps to get to the other side of it. Drop off the ledge backwards, grab on and shimmy left. Hoist up onto the new ledge you reach and turn to face the other way. There's a ledge in front of you. Stand-jump to it and hoist up. Follow the corridor round and you'll find a slope. Slide down and go right, running up the vent. At the top, face the opening in the wall and run-jump to it.



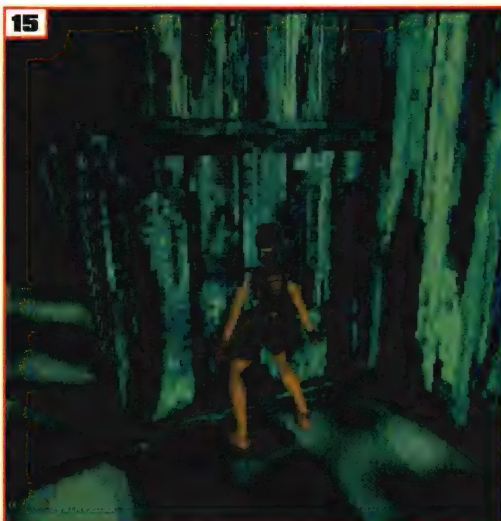
Follow the corridor round and take the first right. Kill the agent and make a stand-jump over the gap in the floor. Cling to the ledge and hoist up to a dark area. Light a flare. Run on to the collapsing floor tiles, and then quickly jump back, so it collapses without you on top of it. Jump backwards down the gap and grab onto the ledge. Safely drop to the area below.



Get the **secret** here, and safe-walk through the broken glass. Hoist up to the level above. Go right and follow the corridor till you see a slope on the left. As you start to slide down it, jump so you avoid the collapsing floor tiles, or you'll fall onto glass. In the room below, kill the eels in the water.

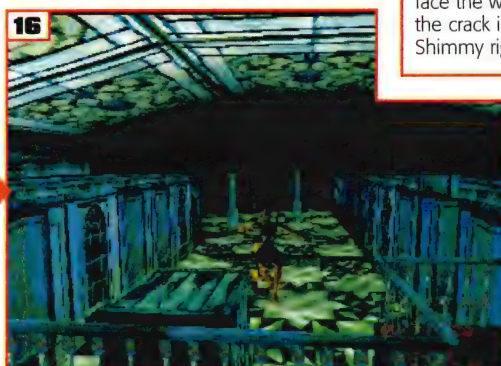


Swim down the tunnel and outside the wreck for another **secret**. Head back to the pool with the eels in. Go towards the room with the sloped pillars, and jump to the flat square of floor between two tall pillars. Ignore the collapsing floor, you won't fall. Jump forward into the next part of the room. Get onto the step by the sloped block, and turn to face the wall. Run-jump and grab onto the crack in the middle of the wall. Shimmy right and hoist up at the end.

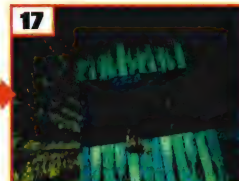


Go to the doorway at the top of the room and drop to the floor below. Kill the enemy on the stairs, then go up the steps. Follow the area round and you'll end up overlooking a large room. Kill the agent on the floor below. Go round the balcony till you see a block. Push it forward once and then go down the stairs.

Kill the agents. There's an area in the room that is lower at the end. Go down to it, and pull the block in the corner back. Jump to the other side of the block and get the theatre key.

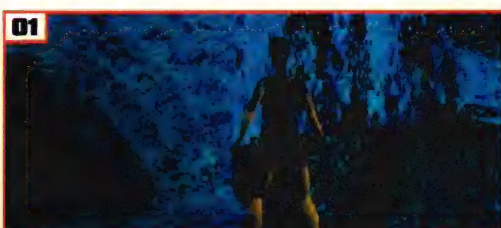


Go back up the stairs and pull the block back twice to reveal a new corridor. Go to the balcony overlooking the room, and jump to the lower section. Go back up the stairs and head down the new corridor. Use the theatre key on the the lock on the wall. Enter the theatre and kick some ass. With the three agents dead, jump up to the balcony and hoist up. Get the Uzi clips. By the door is a switch, so pull it. You can now go down the stage where the curtains have moved, allowing you to go behind them.

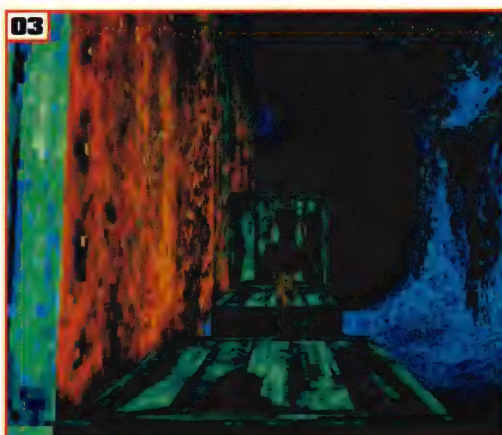


Get on the stage light a flare and pull the block back. Climb onto it and jump to the gap above. Drop on the other side, and go left. Jump over the pit and press the switch. Go back the way you came to exit. Go to the pool of water you've just made, where you picked up the key. Climb up the other side, and finish that damn level!

## THE DECK



Go right and kill the flamer guy and his sidekick. Get the medikit, and the grenade launcher with grenades in the corner. Go back to where you started and get onto one of the ledges on the right, overlooking a drop into water. Get in the water, climb out at the low ledge, and climb onto the tall pillar next to you. Jump forward over more pillars, and follow the ledge round to find the stern key. Grab it.



Climb onto the block, and push the top block to the edge. Now jump off and pull the first block back again to where it was originally, away from the rest. Jump over this block, and pull the next block back once. Jump over this and you'll see you've revealed a new doorway, get the flare and use the stern key in the lock. Go on in.

Drop into the water, swim through and just where you turn right is a switch. Pull it and go back the way you came. Now go to the hatch where you killed the flamethrower guy. Drop down.



Go to the end of the hallway, climb the ladder and shimmy right to the switch. Pull the switch and drop back down again. Go back up the other ladder to exit this area. Go back to the room you opened with the stern key. This time, the area where you dropped into the water is now drained. Drop into it, and follow the room till you find a block in the wall. Pull it back twice and go into the new area. Climb up and follow the cave to the water.



Get back into the water, and swim through the opening in the wall. Follow the cave round till you see the rusty ship hull. Climb through the opening in the hull, and kill the agent who appears. Go forward and shoot the flamethrower agent through the rusty opening on the right. Ignore the hatch that opens near the flamethrower guy. You'll come back here later. Head for the wooden blocks, to the right. Push the first block forward so it groups with the other blocks.

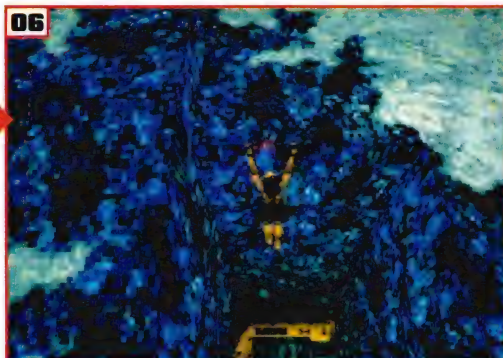


# Instant Expert



Kill the frogmen, the best way is to climb to a ledge and use your guns. Climb out onto the platform on the left. You'll know it's the right one if you see crates there. Kill the agent, and get the Uzi clips from behind the crates. Dive back into the water, and head for the weeds on the bed. Get the **secret** hidden there.

Head left and up, and you'll come to a gap in the wall. Swim through and climb onto the ledge. Kill the agent, and make your way up the slope. Nab the shells from the dead goon.



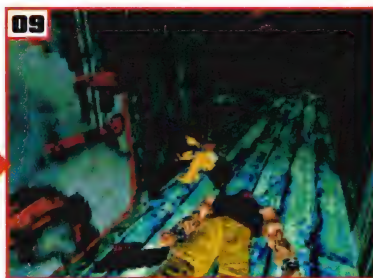
Keep going ahead, ignoring the turn to the left. Grab the medikit on the floor and make sure you have full health for the following. The drop below takes you to the lifeboat on the water from before. Drop backwards and grab to the ledge before falling onto the crate on the lifeboat. Use the medikit. Get the cabin key and harpoon ammo on the lifeboat. Now jump right back into the water.



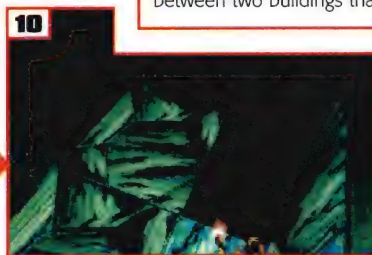
Swim back through the gap in the wall you swam through earlier. Climb back up and go up the slope, where you killed the guy. Go down the left corridor and light a flare. Climb up the block and then up to the next section. Follow it right and climb up again. Go left up the step, turn right and hoist up. Climb up the next ledge, turn left and climb again. Follow the cave round to an opening overlooking the deck of the ship. Make your way onto the deck (**secret** two is by a strange-looking panel on the wall of the pool. Kill a frogman who's guarding it) and go between two buildings that make a narrow alley. Kill the agents here.



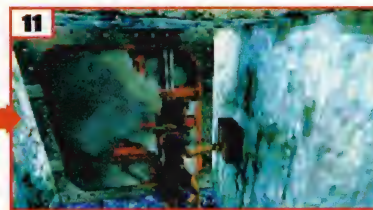
Get the ammo from the dead guys. Go round the outside of the deck till you find two big steam vents. Go to the tall side of the vents, and stand-jump and grab the edge. Shimmy to face the near part of the roof, hoist up and, as you slide, jump forward and grab the ledge of the roof. Hoist up. Now go forward and run-jump to another part of the roof with a hatch in it.



Fall down the hatch, kill the agent and get the ammo from the corner of the room. Follow the corridor round, and a door will open for you. First though, pull the block on the right back once, then up into the room. Now go into the alcove revealed and press the switch there. Exit through the door that opened and head for the door that opened when you pressed the switch. Use the cabin key on the keyhole, and go into the room.



The room is full of collapsing tiles. Run-jump to the solid tile in the left corner, push the switch and run-jump back over the intact tiles. Now go back to the door which is opposite the door you just left, the room you pulled the block in. Kill the nasty and grab what he drops. Climb the blocks, and follow the cave round. Stand on the small step, and stand-jump to the ledge in front of you. Hoist up, face the opening opposite you and run-jump to it. Drop through the gap in the room to a rusty roof.

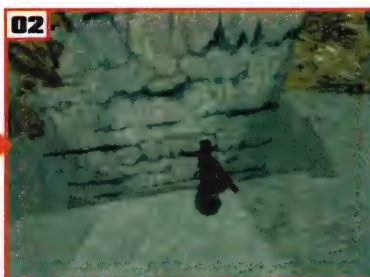


Get the storage key and slide off the roof to the deck. Drop down the decks, just past the steam vents, killing agents as you go. There's a **secret** in the swimming pool. From the bottom level, go back to where you started the level, and drop back into the water. Swim back through the gap in the hull, and go back to the main area with the blocks and the dead flamethrower guy. Go to the small doorway in the left corner, using the storage key, and get the seriph to finish the level.

## TIBETAN FOOTHILLS



Kill the eagle and head up to the gap in the wall, on the right. Follow the path and slide down the slope. Two boulders roll towards you, so jump over 'em. Go into the alcove in the rock on the left to avoid the other two boulders that roll down. Head up the slope, and hoist up into the gap in the wall. Follow the corridor till you find a rising slope.



Run-jump through the wall of ice, it'll smash and you'll land on a slope. Jump near the end of the slope, and grab on to the ladder of ice. Jump back to the slope, and as you jump forward from there, move right so you land in the doorway in the wall. Go inside and follow the path round.



Kill the eagles, turn around and drop off the ledge backwards, grabbing the ledge. Let go and you'll slide backwards, again, grab the ledge as you fall off. Shimmy right and hoist up.

Look to the opposite side of the gorge and see, below you, a rock with a slope on the left and right sides. There'll be a medikit on the left side.



Run-jump to the left side of the slope, slide down and get the medikit. Now go to the ledge with snow on it and hoist up. Hoist up again to the next ledge. Get the medikit and get onto the skidoo. The **secret** is on a ledge at the right of the cave entrance. Turn the skidoo around and head into the dark cave.





Follow the cave round, mowing over any agents stupid enough to get in your way. You'll come to a ramp ahead of you and to the right. Accelerate towards it and jump the gap. From the cavern, go right and accelerate over the next ramp, landing on a snowy walkway. Accelerate over the next ramp. Carry on towards the cave entrance blocked by blocks. Get off the skidoo, leaving it on the walkway, and hoist into the cave on the right hand side. Now to move the blocks...



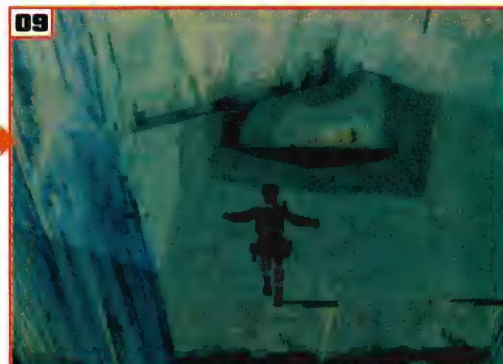
Move the blocks backward, and into the alcove in the wall on the right. Go back to the skidoo, get on and make the final jump into the cave you just cleared. Go to the higher ramp on the left to accelerate over the crevasse you come to. Follow the cave till you come to a room with a drop and paths on both sides of it. Get off the skidoo and go up the right hand path. When you get to the end, climb the icy ladder, and pull the switch on the wall.



Go back to your skidoo, and kill the agents on the other side of the drop. Get the grenades from the corner, and get the ammo get on your skidoo again. Accelerate over the drop to another agent, and mow him down. Get off the skidoo and get his medipack then head for the ledge and do a run-jump to the right ledge for a **secret**. Get back on the skidoo and go round to the gate you opened earlier. Go onto a narrow bridge. Go into the next cave and mow down the agents there.



You'll reach a jump which you must accelerate over. In the next section are boulders on the hill. Speed under them and they'll miss you. When the cave turns right, get off the skidoo and go to the switch by the wooden gate in the corner. Pull the switch and go back to the room with the boulders you sped past on the skidoo. Jump up above the ice ladder in the wall, slide backwards and grab the ledge as you fall.



Fall slightly and grab the ladder. Do this till you can grab the ledge of the room below, and hoist up in there. Get the drawbridge key and drop into the room below. Kill the agent behind the wall of ice, and walk into the next room. Don't go straight to the switch, as stalactites fall from the ceiling. Walk forward till they drop, then push the switch. Pull yourself up into the doorway, and you'll emerge in a room with a bridge above it. Head to the ice ladder on the other side of the room, and drop into the pit for grenades.



Kill the leopards below, jump onto the bridge and kill the leopards there, making your journey back over the bridge easier.

Go back to the ladder where you first came into this area, climb back up it and go to the room where the boulders rolled down the hill. Now run-jump to the ledge by the ice ladder, and hoist up. Go back to your skidoo and get back on.



Go round to the large room on the right. There's a keyhole, so get off the skidoo and use the key to raise the drawbridge. Get back on the skidoo and go along the ramp that goes round the outside of the room. Follow it round and speed past the boulders on the hilly area, so they miss you. There'll be a huge crash, and the room is blocked off. Accelerate up the slope as there's a jump ahead. Go to the ledge on the right to get to the other side, and go back to the room with the keyhole. Go to where the ice was on the floor, and get the hut key.



Go all the way back, as if you were going to the hut where you found the skidoo. You'll reach a ridge you can't drive past, so get off the skidoo, and go to the hut on foot. Use the hut key in the lock by the door, and go inside. Get all the stuff before pulling the switch. Kill the three agents that appear, nab what they drop and go into the room they came from. Take out the guy on the skidoo. A nearby ladder leads you down to a **secret**.



Follow the cave through to the big drop. Run-jump to the ledge above the drop on the left hand side, and grab onto it. Shimmy right, across the drop and go into the new area. Kill the two agents on skidoos and head to the bottom of the area to find a metal block in the cave section. Push it forward twice, go into the new room and kill the two agents there. Drop backwards off the ledge, grab on and drop safely. Repeat this till you get to the water. Dive in and climb out on a small ledge. Run through the tunnel to the end.



# Instant Expert

## BARKHANG MONASTERY

■ Lara models the latest in off-the-shoulder boulder holders. Very nice

01



Go round the corridor and see a gunfight: monks against enemy agents. Kill the enemies, but leave the monks alone. They'll help you in the level if you do. Kill any monks and they'll all be after you. Go to the ladder on the wall and climb up. Kill the crow. Look back to where you climbed up and see a ledge to the right. Stand-jump onto it, walk to the drop and stand-jump forward. Grab to the ledge and hoist up. Drop onto the grey ledge and head for the gap in the brown rocks. Kill the crows there.

02



Face right, and walk along the rocks. You'll slide and drop to the ledge below. Shimmy to the left, and hoist up to the clear area. Go onto the ledge and shoot the windows. Step into the building, follow the corridor where it goes left and enter another room. An enemy comes through the window, so deal with him. Nab his ammo, go out onto the balcony and get the grenades. Go back into the building.

03



Go down the corridor you passed coming to the room you just left. A monk runs past you, so follow and join in the gunfight. Now go back to the room where the monk ran past you. Down the corridor to the right is a ladder, climb to the next floor. Go right, then left up the path and get the main hall key. Go back down the ladder, and go left to reach the doors. Use the hall key in the lock, and head into the main hall.

04



Go towards the other side of the room. Three enemies enter the room, so help the monks deal with 'em. Get the stuff from them when they're dead. From the main hall doors, go right to a corridor leading to another room. Go inside, and to the right is another corridor, with three blades in the walls. Run-jump over the first blade and go into the room on the left. Get the strongroom key and go back, through the main hall, to the room where you killed the enemy who burst in through the window. Use the strongroom key in the wooden door lock.

05



Go in and get the rooftops key, then go back towards the main hall. This time, go to a room on the right with two rolling blades in it. Dash past them on the left and use the rooftops key on the door. Go up the stairs. Then go right, down the gap between two statues. Go right again into the room and pull the switch there. This turns off the flames in a passage for a while. Run to the flames, which are near where you are, and run-jump over the first one. Stand-jump over the rest of the flames.

06

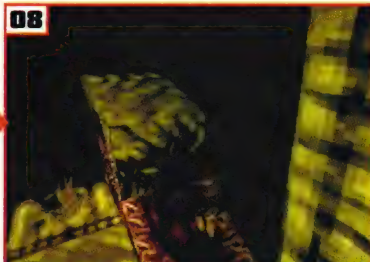


Go left, into an area with three hatches in the floor. Go towards the switch on the column, and help the monks deal with the agents that appear. Pull the switch, which opens two trap doors in the roof. Drop down either hatch, and shoot the windows. Get into the windows, and collect the gemstones. Go left and pull the switch by the ladder to open the hatch above. Climb the ladder, and go back to the part of the roof where the flames were. Go left, and then left again.





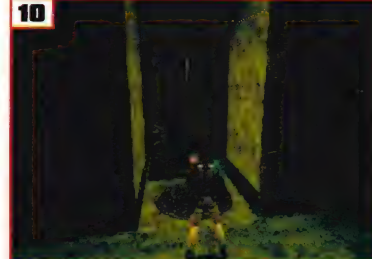
Go to the area between two dog statues, and put a gemstone in the slot there. The star-shaped statue has moved, so go behind it. Pull the block back twice, and run back behind the star statue to get behind the block. Get the first of five prayer wheels. Head back to the main hall, go to the second doorway on the right and climb the ladder. Follow the corridor round and run-jump to the statue in the main hall. Hoist up.



Hoist up to the hand with the flame on, then run-jump to the head and hoist up. Drop onto the shoulder, walk onto the hand and stand-jump to the ledge above. Hoist up. Put the second gemstone in the slot on the wall, and stand-jump back to the hand. Go back onto the shoulder, face the main hall doors and drop backwards, grabbing the ledge. Drop off to the floor.



Stand-jump up the slope and hoist to the statue's alcove, for a **secret**. Go to the door at the statue's base and drop down the gap. Follow the corridor to another room on the left. Go to the left of the pillar, pull the switch. Go through the open door. Get in the stream for a **secret**. Get out and push the block over the stream.



Go left as you leave the room, and go backwards down the gap. Grab the ledge and drop safely to the room below. Head for the crate opposite. Hoist up to the ledge and push the block. Go into the alcove it revealed and get the second prayer wheel. Go back to the ladder on the left wall. Climb up and turn left. Follow the ledge and go through the doorway into another room. Go into the room on the left, and you'll hear a battle in the corridor. Give the monks a hand. Go back to the room on the left, and you'll see two swinging maces and a flame on the floor. Walk to the flame and it'll go off for a while.



Line up with the right hand mace and drop into the pit. Climb out when the blade rolls left, and do the same to pass the rest of this section. Go into the room and get the trapdoor key.

Go back to where the blade was and run to the alcove on the right. Make your way up the corridors, using the alcoves, and get the **secret** which is behind the slamming doors.



Go back to the room with the trapdoor key in. Go up the corridor, and when you see an opening ahead, go down backwards so you can grab the ledge and drop to the room safely. It's the room where you found the second prayer wheel.

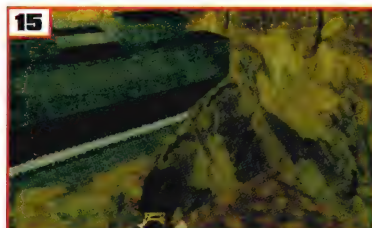
Climb back out towards the main hall. Before you go down the stairs, there's a door to the left. Go through it, head through the rooms and jump over the grate in the floor. Go right down the corridor, take the first left and kill the agents who crop up behind you.



Drop backwards through the window, grabbing the ledge and dropping down the courtyard. Go to the archway on the right and climb the ladder. Shimmy left and drop on the platform where the next ladder is. Do this till you reach a block with a prayer wheel on. Get it. Drop back down to the ground. Pull the switch and go back to the main hall, and use the trapdoor key on the lock by the grate on the floor.



Drop into the opened hatch, and climb out the other end. Climb the hill, and when you see a pillar, climb up into the opening on the left. Climb the ladder on the wall, and shimmy to the ledge. Follow the ledge round, go right, shoot the crow and the enemy on the bridge. Cross the bridge and follow the path round. You'll reach a building.



Go right as you enter the area and climb the rocks. From the highest rock, run-jump and grab the ledge facing you and hoist up to it. Face the rubble in the corner by the building, and jump onto it. Climb to the roof of the building and drop down into it. Pick up the prayer wheel, and press the switch to open the door.



Kill the enemy, nab his shells and go back down the hill. Kill the two at the bottom and pull the switch. Go back to the main hall and help the fighting monks. Go back to the level where you get the main hall key, and go past the path to a new opening. Drop into the corridor. As you go up the hill, a boulder rolls, so jump away from it. Continue up, and as you enter a new corridor, another rock rolls. Jump back to avoid it.

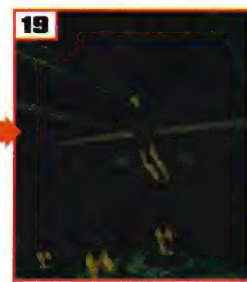


Go down the slope and carefully drop, bit by bit, down the ladder. Push the block in the wall forward once and climb back to where you just dropped down from. This time go up the slope till you get to water.

Dive in, and swim to the gap in the wall. Stay away from the centre of the pool, or you'll be sucked in, and killed. Climb out and drop some way into another pool of water.



Carefully get past the slamming doors and follow the corridor to a ladder on the wall, which you just climb. Kill the enemies who come from the dark room. Pull the two blocks back to reveal a corridor. Go into the dark room the agents came from. Behind the flame lanterns is the final prayer wheel. Make your way there and get it.



The flames now come on. Run-jump over the first set of flames, and stand-jump over the second. Go into the corridor you revealed by moving the blocks, climb the ladder, go past the boulder and left into the main hall. Go into the gap in the floor by the statue, and go to the room on the left-hand side. Place the prayer wheels in the slots where they should be, and the door will open. Go into the room, place the seraph in the golden door and exit via the newly opened door to finish the level.



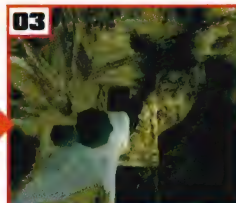
## CATACOMBS OF THE TALION



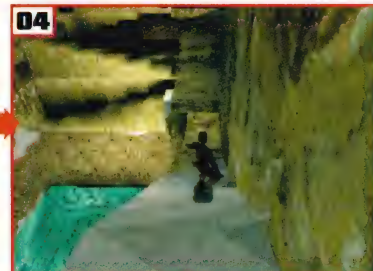
**01**  
Drop off the stairs, so the stalactites don't impale you. At the bottom of the stairs, get back on them, and go through to the next room. Turn immediately left as you enter, and jump up and grab onto the crack in the wall. Shimmy right, and climb up into the area behind the ledge. Drop down and get the **secret** and the flare. Go back to the doorway where you entered the room, and go to the final step leading down. drop off backwards, grab and drop safely to the dark area below. Kill the Yeti. Go down the stairs to an area with a caged window in it.



**02**  
On the right is a switch. Pull it and go back up the stairs to the ladder on the wall. Climb up, shimmy right and drop onto the platform. Go back up the steps and slide down the slope that overlooks the wooden ledge opposite. Jump at the last minute, grab the wooden ledge and hoist up. Walk carefully down the stairs and avoid the falling stalactites. Go down into the room then go down the steps and kill the guys who appear at the top of the stairs.



**03**  
Grab the power-ups they drop and kill the leopards. From the stairs, you can see two boulders on a ledge on the left side of the room. From the steps, jump onto the ledge and run toward the boulders. Just before they crush you, jump to the right, and you'll land unscathed in the pool of water.



**04**  
Climb out and go towards the end of the room opposite the stairs. Find the sloped rock there, and stand-jump and grab to the ledge leading to the collapsing tiles above you. Make your way to the block before the tiles. Run over the collapsing tiles, run-jump and grab the ladder. If you miss, you'll be impaled. Climb the ladder a few rungs and jump backwards. You'll land on a ledge. Jump up the small slope from the bottom of it and pull the switch on the wall. The cage nearby raises. Slide down the opposite side of the slope, and get the Tibetan mask from where the cage was lifted.



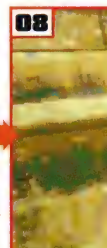
**05**  
The pool of water is now drained. Drop back to the ground. Opposite the ladder is a room with a medikit in. Get it, drop into the pool and into the open hatch in the floor. Go down the corridor and run-jump over the pit of spikes. use the Tibetan mask in the slot on the wall to open the door in front of you. Run into the room and go right so the boulders don't make you into a pancake. Kill the leopards here.



**06**  
To the left of the slope you ran up to get into this room is a gap in the wall. Go to the bottom step nearby, and stand-jump forward to the ledge. Grab on and hoist up. There's a closed door in front of you. Ignore it for now. Drop into the room below, and kill more leopards. Go right and enter another area, with four more leopards to kill. Find some high ground and kill 'em from there. To the left as you enter are two tall blocks. Climb up onto them and drop into the water behind. Get the Tibetan mask under the water and climb back over the blocks to where you were. Kill the enemies that appear and grab what they drop.



**07**  
Go back to the way you came, past the closed door and towards the building in front of you. Round the corner to the left is a slot for the Tibetan mask. Use it and open the door. Go to the ladder on the wall, climb up, shimmy right and drop onto the ledge. Get the grenades there, and go into the door you just opened. Light a flare to guide you. Go left till you reach the end of the platform.



**08**  
Make stand-jumps over the gaps between the platforms. In the middle platform, pull the switch and enter the room that was opened. Go left, get the grenades and get ready to kill the Yetis that come at you, using the grenade launcher. Go back to where you pulled the switch on the platform. Go down the corridor till you see a block. Pull it back and into one of the alcoves so the gate above it can't come down again. Go back to the room where you killed the Yetis, and pull the switch there.



**09**  
Go down the steps to the ground floor of this room. In the areas the Yetis came from you'll find ammo and medikits. Exit the room via the door you opened with the mask and kill the three enemies who crop up. Go to the door that was closed earlier, through the gap in the wall. It's now open, so go through. Go up the bridge, and turn left as you reach the middle section. The boulders will go past you. Carry on up the bridge and turn right at the top. Run-jump to the bridge and grab onto it. Falling will kill you. Climb up.



**10**  
If you do this next room by jumping there's a **secret** accessed by doing a double jump to land on a flat ledge. Otherwise swim to the left to a big door. Opposite the door's a tall block you need to run-jump/grab/hoist on. From there, run-jump to the ladder. Climb up and, near the top, jump backwards to land on a ledge. Go left and pull the switch. Drop back into the water and go through the now-open big doors. Kill the leopard and pull the switch in the centre of the room. Go onto the right ledge overlooking the room below. Jump to the sloped blocks below. Make it safely back to the ground. Go back to the building where the doors at the top of the stairs will have opened.



**11**  
Run-jump over the big pit. To set the two boulders at the top of the room rolling, jump forwards onto the slope they are on. Leap back, then jump to the right to dodge them. Now to set the other boulder on the left slope going. Jump onto the slope and it'll roll towards you. Jump back, then jump to the right. The boulder will roll through the ice. If you fall into the pit, kill the leopards, pull the switch and make your way out. There's some ammo there, if you survive to get it. Go into the room the last boulder smashed into.



**12**  
There are two pressure pads on the floor. They open the doors ahead, and are timed. Run over them to the left hand door. Run-jump into the room, then run-jump over the spikes to the other door that should still be open. If you don't make it, walk through the spikes to the door on the left which opens back to the first room. (**secret** is in the spike room. Climb a textured wall to reach it on a ledge) When through the final door, run-jump and grab the ladder. Drop, bit by bit to the ground.



## ICE PALACE



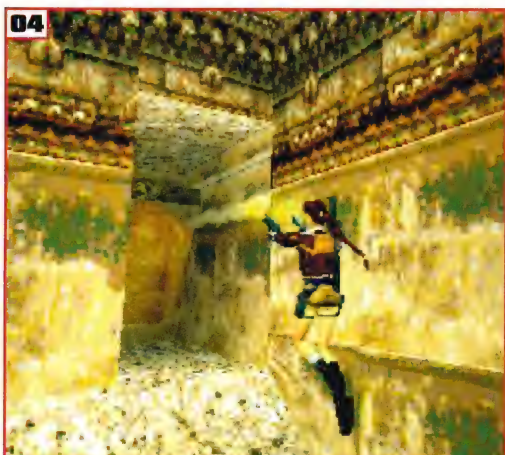
Shoot the bell and go into the room it opens. Ahead, to the right, is a flat wooden thing on the floor. It's a springboard, and propels you high into the air. Use them carefully, 'cos if you drop from too far, you'll die.



Go onto the board. You can see a cage to the left. Jump forward onto the board and spring up through the levels. Grab the highest ledge, and hoist up. Pull the switch on the left wall and get the ammo. Drop down the gap opposite the one you just hoisted up from. Jump into the cage on the right, find and pull a block and push it to one side. The **secret's** on top of a pillar. Walk to it using the invisible bridge. Return and go round the corner to the right.



Go into the room, and pull the switch. It moves a metal grate, the use of which you'll find out soon. Go back out of the cage to the groundfloor. Near the springboard you used earlier is another one, with a gap above it. Walk onto it and, as you fly upwards, shoot the bell in the gap. You'll land on the sloped surface unharmed. Go through the archway to a room with a closed metal gate in. The grate you moved earlier is a platform, so go onto the springboard, fly to the platform and shoot the bell.



Drop back to the floor, and go through the gates that are now open. Walk onto the springboard, making sure you face the righthand wall. Grab the sloped ledge and shimmy right, dropping on the platform. Hoist up to the sloped platform above you. You'll slide back, so jump to the sloped platform opposite. Continue jumping between sloped platforms, and shoot the bell on the left. Now slide and drop back to the groundfloor.



Walk onto the springboard, facing the gap above you with the ladder in. You'll fly up, and if you push forward, you'll land on the ledge just before the ladder. Climb the ladder, shimmy right to the platform, and drop off. Turn and climb to the next ledge, then run-jump to the middle platform in the next room.

Kill the Yeti, and go through the gap on the right wall. When you drop into the cave, kill the tiger, follow the corridor round and kill three more tigers. Now light a flare to find a **secret** in the darkness. Get the Tibetan mask from the block.



Go back round the way you came, go up the slope on the right of the cave and get the **secret** in a gap. Now go up the left hand slope and drop into the area below. Follow it round and drop down to another area. Go round the right hand of the room, avoiding the gaps. Get the medikit and drop back into the gap nearest the end of the room you are now in. Climb the ledge on the left of the room.



Put the Tibetan mask in the slot, now go to the ledge just by the one you are on, and the door there will be open. Go through the door, run over the rope bridge and go left. You'll emerge in a room with a massive lava bowl suspended. Pull the switch on the left and the lava will melt the ice. Drop to the floor and kill the tigers that emerge. Go into the water and pick up the gong hammer from the block. Swim right round till you emerge in an area with stalactites and Yetis in.



Kill everything in your way. Go to the back of the cave and get the medikit. Go up the ice-steps, and through the door. Go right, and see the boulders waiting to roll. Run to the doorway in the bottom left of the room. When you reach the snowy slope, slide down backwards and grab the edge. Shimmy left, hoist up and jump immediately backwards to land on a flat ledge. Run-jump to the wall of ice and grab onto it.



Climb up the wall, and go into the gap in the middle of it. Drop backwards into the hole, grab the edge and fall safely into the room with the gong in. Use the gong hammer by the gong. Go down one step and jump over either sloped ice block. Follow the ledge and go in the gap in the wall.

Get the Talion, go back to the main cave and ready your most powerful weapon. Kill the huge bird-man beast, and the level is done.



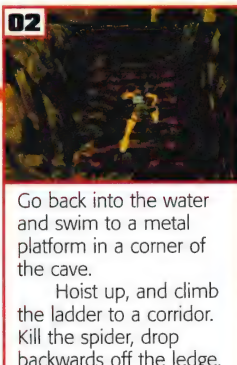


# Instant Expert

## TEMPLE OF XIAN



Follow the corridor and as you reach the altar the floor will drop. Jump over the blade as you slide down. Turn and grab, then shimmy to the left to pick up a **secret**. Drop down two waterfalls and finally swim left to an area with a temple in it. Kill the two tigers in the area. At the left corner of the temple is a springboard. Step onto it and you'll land safely on the roof. Pull the switch you find on the roof, drop back over the edge, cling on and safely drop down to the ground. Kill the eagle.



Go back into the water and swim to a metal platform in a corner of the cave.

Hoist up, and climb the ladder to a corridor. Kill the spider, drop backwards off the ledge, grab on and climb down the ladder. At the bottom, drop off and grab the ledge below.



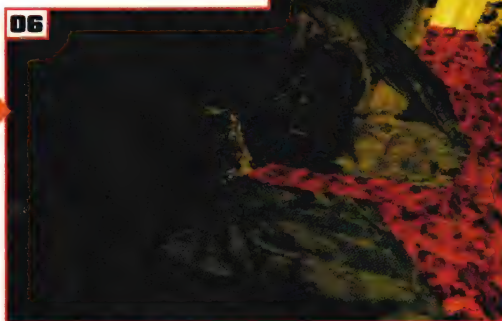
Below that is a **secret**. Get it if you wish. From here, shimmy left, and hoist up on the new ledge. Kill the spider, and make a stand-jump onto the ladder.



Climb up and get onto the next ladder, pulling yourself up into the next corridor. Follow it round to another room, and drop into it. Avoid the pit of spikes and climb the wall to the gap. Shimmy right, then jump backwards to land on a ledge. Immediately jump forward to land on the opposite wall.



The next room has a line of collapsing tiles. Run to the end tile and drop with it onto a block below. Grab the ammo, and make a run-jump to the doorway ahead of you. You'll slide down, so jump over the spikes and land on another sliding ledge. Jump again, grab the ledge and hoist up. On the final ledge, hoist up and pull the switch. Go down the corridor and drop into the water again.



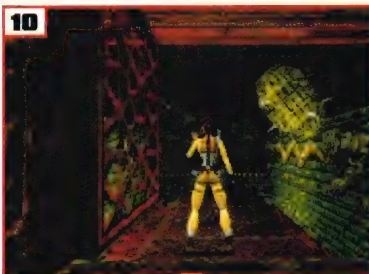
Swim back to the temple and go inside the now-open doors. Go down the middle of the room or the statues will crush you with their swords. Get the ammo by one of the statues and go into the opening on the right. Climb the stairs and, as you enter the new room, run-jump to the sloped ledge opposite. As you slide down, make another jump to the next sloped ledge. Keep doing this till you reach the final slope where you grab on and hoist up. Turn to face another doorway, and run-jump towards it onto a block. There's a switch on the wall on front. You won't get near it as the floor gives way, and you'll slide down into the next room.



Run to the switch on the opposite wall and push it. The spiked walls are advancing. Turn around, and use the doorway opposite before you get killed. Go up the slope and into the alcove on the right to avoid the boulder. Go up the slope and climb the block just off the slope you're on. The second boulder will miss you. Carry on up and you'll see a ladder on your right, and a boulder ready to roll.

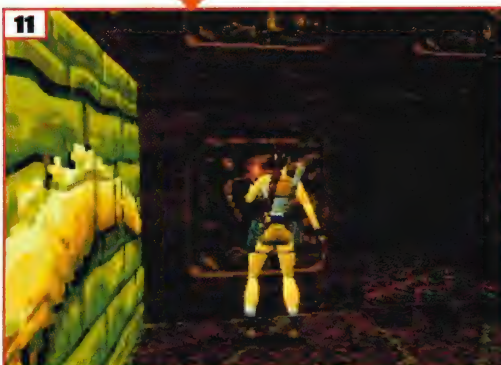


Go up the slope towards the boulder and when it rolls toward you, jump left off the slope to the slope below. Now go to the ladder on the right and climb up both parts of it. Light a flare and drop into the dark room. Go to the far left wall and pull the switch. A tiger will appear, so kill it. Just past the switch is a door you just opened. Climb into it and stand-jump to the ladder ahead of you. Cling on and make your way down, stopping before the blades.



Run-jump across the walkways to the doorway at the opposite side of the room. If the door shuts, push the switch and try again. Follow the corridor to a walkway with swinging maces.

Walk to the left side of the walkway, just before the first swinging mace. As it reaches the end of its swing, run forward and don't stop. All the maces will miss you. Hopefully!



Press the switch on the right side of the corridor, then stand-jump left and press the left switch.

You had to jump 'cos the switches are timed and jumping is quicker. Now run over the grate you just activated in the corridor and through the gate. As you enter the next room, a nasty old boulder rolls behind you. Oo-er spooky, eh?



The trick is to drop past the blades and grab the ladder just below them. Do this till you reach the bottom of the ladder. Now you'll see two rolling blade wheels. Run towards the doorway in the left wall, making a careful way past the blade wheels. You'll be on a ledge, above the statues with swords from earlier. Kill the eagles in the area. Jump to the ledge with the switch on and push it. Now you have to be quick.



Keep running and, at the end of the platform, run-jump to the ledge in front of you. Get the dragon seal. Step back and run-jump to a ledge by the wall in front of you to the right. Climb up, get the ammo and go into the room behind the statue. Pull the switch and exit by the door opposite the one you came in by. Go down the steps and the slope. Run-jump to the block ahead, then the next. Face the middle of the room and run-jump to the sloped block.



As you land on the sloped block, jump immediately and grab the edge of the block in front. Hoist up and slide down the slope, jumping and grabbing to the ledge in front. Hoist up and walk forward to the edge. Stand jump to the ledge where you picked up the dragon seal. Turn right, and run-jump to the high wooden block. Make another run-jump to the lower wooden block. Stand-jump onto the springboard ahead, and land on the slope.





**14**  
A boulder rolls towards you, so jump back and grab the ledge. The boulder will roll over you. Hoist back up to the ledge. Stand-jump to the flat ledge to your right, then jump immediately back to avoid the boulder. Go back to that ledge. For a secret do a run-jump to the next ledge before jumping to the next flat block. When you reach the other side of the room, turn and stand-jump forward to the block on a higher level. Jump to the higher block on the right.



**15**  
Jump to the next high block on your level, and you'll see the doorway to your right. Jump to the doorway and go into the room. Pull the block back twice, and go into the room you reveal. Pull the switch on the wall and drop down into the hatch it opens. A boulder will roll after you as you run down the corridor and into the corridor on your left. Don't stop running. As you turn the corner, you'll slide down to the walkway above the statues with swords. Kill the tigers from above, drop into the room, and use the dragon seal in the slot by the doorway.



**16**  
Go into the corridor. The blade wheel will move up the corridor ahead. Make your way up the corridor by going into the alcoves as the blade wheel goes by. In the final alcove, you'll slide down into a room with shallow water in it. There are three switches on the wall. Pull the one by the waterfall first, then the other two. Go through the door that opens. Climb onto the low ledge, then run-jump to the high ledge and grab and hoist up to it. Drop into the pool of water, climb out when the fish follows you and shoot it.



**17**  
Pull the switch in the bottom right corner of the pool, flooding the area. Swim down the tunnel, past a switch and into another tunnel higher up on the right. Pull the switch, swim into the grate behind and pull the switch there. Go back out and pull the switch you passed earlier. You'll be swept back to the main pool. Swim through the gate that has opened in the main pool, and pull the switch on the right wall. Swim out and pull the switch that floods the room. Swim up to the hatch that is now open, at the top.



**23**  
Go through the left corridor, across the rope bridge, and kill the tiger there. Go to the next room and kill another tiger. Jump to the lowest sloped block, and jump immediately to reach the next block. Turn toward the red wall, and jump the gap. Enter the room with a blade wheel on a ledge above you. Stand-jump to the ledge when the wheel moves away, and do another stand-jump forward immediately after to get to the ledge above unharmed. Go right to the next room, across another rope bridge.



**21**  
Run-jump to the ledge on the right, and run-jump to another ledge, ahead. If you fall off the ledge, go back to the right corner of the room and do it again. Run-jump to the pillar in the middle of the room, then run-jump to the next block. Stand jump forward to the ledge, go through the cave and run-jump to the ledge in the next room. Grab/hoist up



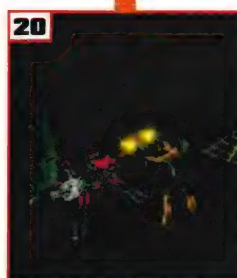
**19**  
Use the gold key on the lock and swim through to the area you just opened. Swim right, into a room with pillars. On the middle pillar is a switch. Pull it and leave the room via the left side, where you came in. Swim ahead and up through the gap in the grate.



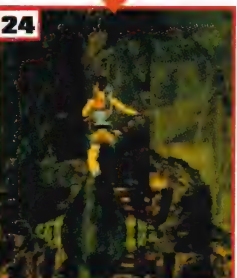
**18**  
Pull out to dry land, go into the room and get onto the block in the middle. Grab the ammo and kill the fish. Go into the doorway at the end of the room, and pull the switch on the wall. Get to the open hatch on the left of the room before the spiked walls kill you. You'll land in water and be pulled along a long tunnel before you know what's hit you. At the end, get the gold key on the floor, swim up and you'll be in the water near the temple. Climb onto the metal platform from before.



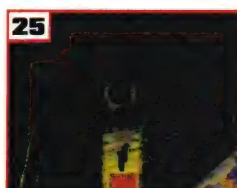
**22**  
Get to the next ledge and get the silver key. Drop into the water and swim back to the temple. On the wall on the right is a door. Use the silver key in the keyhole by the door and go through the door. Stand-jump from the first block to the block above and left of you. Grab on and pull up. Jump back immediately as a boulder comes down. Get back onto the block, and get up onto the next block in the way just described. Run forward, and left to avoid another boulder.



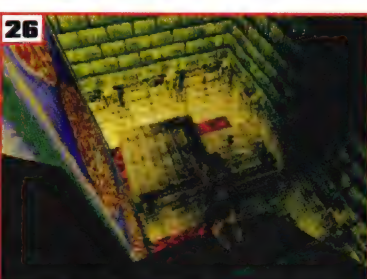
**20**  
Hoist up to another cave. Watch out for the spiders. Be careful, and keep flares lit. At the bottom of the cave, on the left, is a room with a pillar in the middle of it. Go on in. Go past the pillar, to the right hand corner, and climb the block there. Turn left, and run-jump across to the next block. Grab the edge and hoist up. Face the way you just jumped and stand-jump to the ledge above. Hoist up.



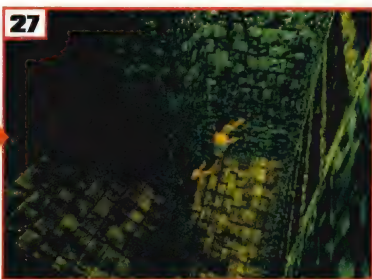
**24**  
Pull the switch on the wall. A blade wheel is now moving along the rope bridge. Simply run-jump over it and run back along the bridge to the room with the other blade wheel on the ledge. Jump down past the wheel to the floor. Follow the platform round. Face the springboard at the end of the platform and run-jump onto it. Keep pushing forward and you'll fly up all the springboards. You'll land on a wooden platform. Stand-jump to the next section and enter the room.



**25**  
Go right, and stand-jump to the block by a keyhole. Jump to the shelter on the right and run to a block below the ladder. Spikes are closing in! Climb the ladder and shimmy right to the ledge. Climb into the next room. More spikes, so run to the right and jump to the ladder. Climb up, and at the top go right and follow the corridor. Pull the switch, go back the way you came and to the right of the corridor. Face the ledge further into the room, run-jump/hoist it.



**26**  
Stand-jump forward to the next ledge that sticks out of the wall. Face the statue, and stand-jump to the big pillar ahead. Get the main chamber key and drop onto the tail of the statue. You'll slide down it, so jump near the end to land on a wooden block. Go to the wooden block and jump to the gap ahead between the pillar and the wall. You'll land on the walkway from earlier. Go back to the keyhole ahead and use the chamber key on the lock. Turn round and see a ledge by a pillar that was not there earlier. Run-jump to it and hoist up, then stand-jump to the block below the ladder.

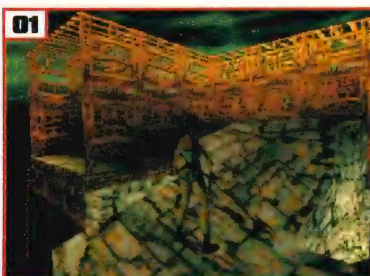


**27**  
Climb the ladder, shimmy to the ledge on the right and drop off. Jump to another ladder and climb that. Go into another dragon statue room, opposite the one you went in earlier. Run-jump to the first ledge and stand-jump to the next. Face into the room and jump to the sloped ledge. Jump off it again to land on the statue. Climb the ladder and when you reach a blade, jump back to a slope. Jump from the slope to another ladder. Grab on and climb it. When you near another blade, jump backwards off, and flip the other way, so you can grab the ladder opposite you. Climb the ladder, shimmy right and drop to the ledge to finish this beast of a level.



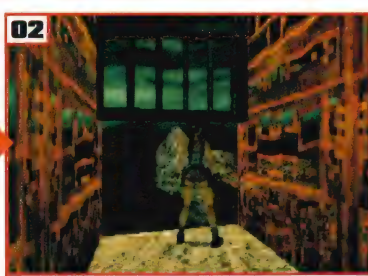
# Instant Expert

## FLOATING ISLANDS



Go along the green ledge and run-jump as you reach the end of it. You'll land on a rock ledge.

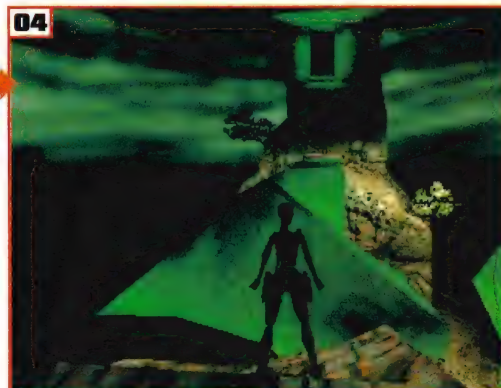
Turn to see the gap in the cage to your left and run-jump into the gap. Pull the switch at the end of the cage and drop down from where you entered it. Kill the hovering guard.



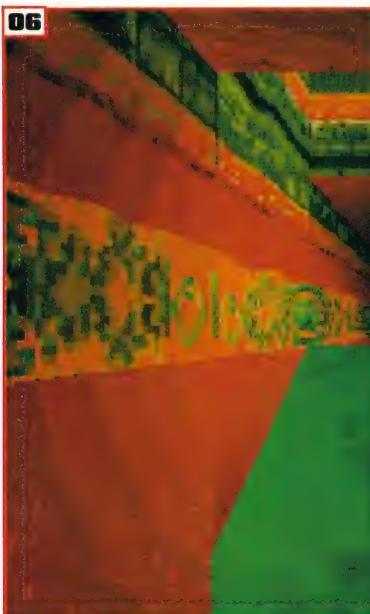
Go straight along, and climb the left hand steps, back to where you began the level. Go back to the cage, and down the corridor on the right. Drop onto the slope, and jump at the end of it to avoid falling. You'll be by a hut. Kill the two massive guards with the hardest weapon you have. Climb up to the hut, get the ammo and the mystic plaque. There's a **secret** on top of the hut if you want it.



Drop out of the hut, and kill the guard. Go to the right of the island, and drop backwards to a green ledge below. You can't see it from above, but it is there. Hoist up to the green cave and pull the switch. Run-jump to the now open gateway, and run-jump to the green island ahead. Turn left to face the middle island, and run-jump to it, grabbing on and hoisting up



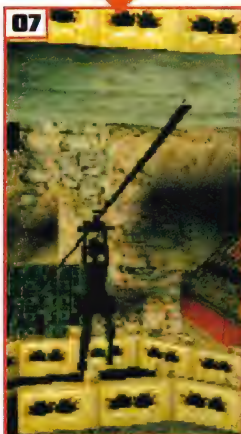
Jump to the next island, a single green block. Hoist up, then jump to the island with the big steps on. Run and jump to the centre, then climb up onto the cage from before, dropping onto the stone ledge below. Jump to the green triangle block ahead, making sure you jump to the right side slope. Drop to the ledge below, then to the one with the second mystic plaque on. Jump back, then over to the left.



Face the wall on the first slope and hoist up. You'll slide down to a rooftop. Drop into the gap, and go to the other room. get the medikit and kill the hovering guard. Go back to the previous room and get back to the floor using the green sloped block.



Climb the steps back to where you began. Jump to the green platform, and this time, climb up onto the cage. Go along the green ledge and run-jump to the island ahead. Kill any hovering guards. Put the two plaques in the slots by the door and go in. Get the ammo and kill the floating guard. You should spot a **secret** from the bridge. Go left, towards the green boulder. Jump over it, run down the slope, jump to the next slope and immediately jump back. The boulder on the second slope will miss you.



Stand-jump over the steep bit of the roof and land on the first slope. Jump to the opposite slope and stand on the flat square. Run-jump to the island to your right and hoist up. Get on the death slide, and drop off on the bridge.

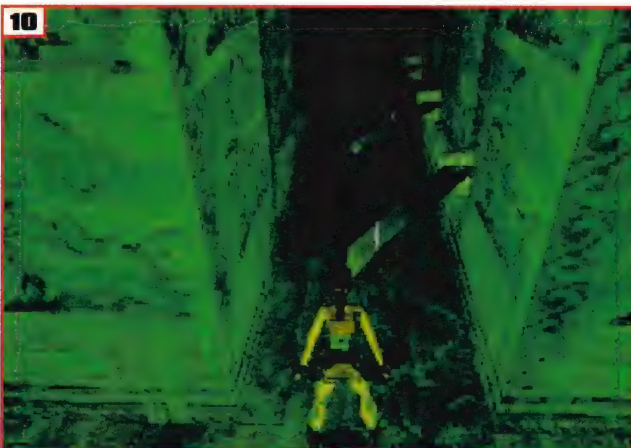


Go to the room with three statues. One will wake up, so kill it. Pull the switch and the other two statues will wake up. Run into the corridor at the end of the room, ignore the death slide and jump to the ladder on the wall. Grab on and climb.

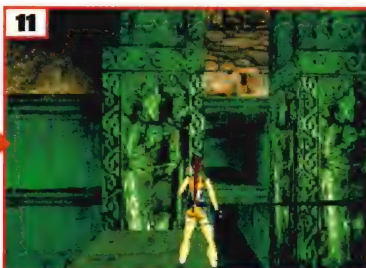


Near the top, jump backwards to a ledge. Go to the opening and drop backwards down. Grab the ledge and shimmy left. Drop to the ground and you should recognise the area. Go back to the second slope and to the death slide you used earlier. Get on and slide all the way down, through a lava room. From where you land, turn around and jump to the right-hand floor in the lava room. Pull the block back twice, climb on and grab onto the ledge above you. Hoist up and pull the switch. Drop back to the floor.

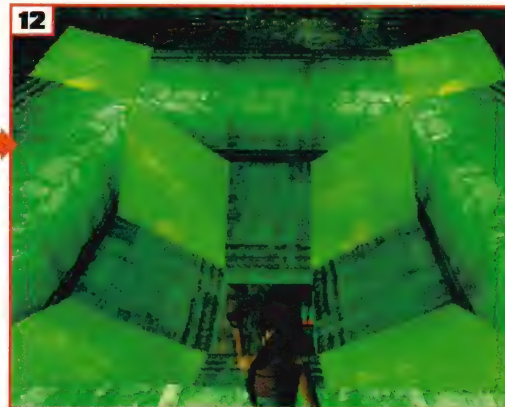




Drop backwards over the long gap in the middle of the room. Drop onto the single block in the lava. Pull the switch, turn around and stand-jump to the ledge on your left. Face the wall on the left and hoist back to the main area. Go back to the corridor you landed in from the death slide. Turn left into a room and drop down into it avoiding the deadly stars. To get past the three blades, run-jump over the first two, and land by the left side of the wall where the blade should miss you. As the blade returns to the wall, go forward to the water.



Swim through the tunnel, get the ammo and pull the switch on top of the small slope. Swim back to the area just before the three blades and climb up to a ledge in the wall, opposite the blades. Pull the switch, stopping the blades, and go back up the stairs and out of the room. Jump back to the right hand ground in the lava room again. Push the block towards the corridor where you landed from the death slide. Climb it, and jump into the area above the corridor with the death slide in. Go towards the dark room ahead.



Walk to the edge, and stand-jump to the ledge ahead of you. Grab on and shimmy right. Pull up where you can and pull the switch. Light a flare to see. Run-jump back to the door you just came through, but be careful, or you'll be impaled below. Now go right, where the gate door is open. There is a big gap in the middle of the room. Drop backwards down it and grab the edge. You'll drop into a room with a cage.



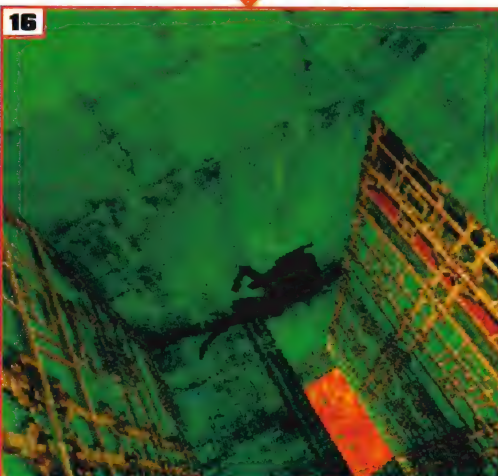
Climb the gold ladder on the wall. Near the top, jump off and flip so you face the ladder opposite you. Grab onto the opposite ladder and continue climbing up. Climb to the patterned section of the ladder.



Pull the switch and kill all the scum. Stay in the cage area, or you'll have statues after you as well. The statues can wait for a while. With all the men dead, walk toward the statues, one by one, to wake them up. Try to kill one before waking up another, as they are easier to kill alone. Try and get to the ledge facing the cage switch for this, as you have a good vantage point to knock 'em off.



With the three statues dead, pull the two switches they were guarding. The gate doorway opens and a final knifethrower comes out. He's easy compared to the statues. Go through the door and up the stairs. At the top of the stairs, on the right wall, is a switch. Pull it and kill the two statue-guardians who come at you. It may be easier to run past them into the room ahead and through the door on the right that is now open.



Again, jump off the ladder and flip to face the opposite ladder. Grab onto it and climb up. Hoist up to the slope and jump back to the opposite slope. Keep jumping between slopes and holding left till you reach the flat corridor. Kill the knifethrower there.



Find the box, pull it, climb on and jump to the rocks on the left. Head over to the right ledge and jump across the lava into a square area. Turn and do a run-jump into a tunnel for the last **secret** Back at the block move it back. Climb on it, and death slide down to the next level.



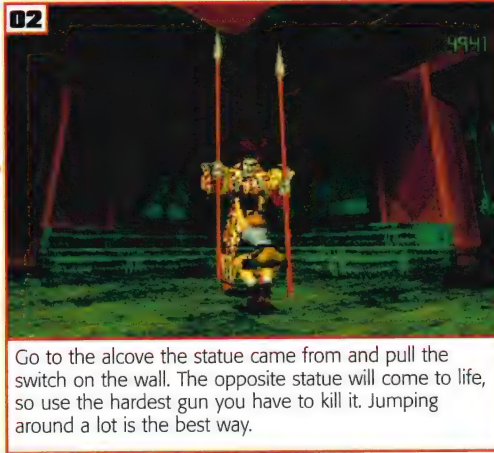


# Instant Expert

## DRAGONS LAIR



This is tougher than Granny's cooking! Go past the statue in the doorway and the statue opposite will wake up. If you have grenades, best use 'em to kill it.



Go to the alcove the statue came from and pull the switch on the wall. The opposite statue will come to life, so use the hardest gun you have to kill it. Jumping around a lot is the best way.



Now pull the switch by the door where you came into this room.

Two other statues come to life. Use your hardest guns, jump round loads and stay well away from their spears. Good luck!



With the statues dead, head into the dark room. There are four knifethrowers, but compared to the statues, this should be easy. One of them drops a mystic plaque. Grab all the other power-ups. Use the plaque in the slot by the door, and go on through



Now to fight the dragon. Dive into the pool of water from any of the holes. Grab all the ammo and medipacks. Run around the dragon and let rip with the Uzi. Stay away from his head, or you'll catch fire. If you do, get into the water damn fast!



When the dragon drops to the ground, run to its belly, and use the  $\otimes$  button to get the dagger out. If it comes back to life, shoot it till it drops down again. When you have the dagger, the dragon will finally die. Head out of the doors, and down the collapsing corridor to the end. Well... almost!

## HOME SWEET HOME



Use the key on the door beside your bed, and get everything in the room. There's a lot around and you're gonna need it soon.



Roam the mansion and kill all the enemy scum you come across. There'll be dogs, blokes with guns and blokes with baseball bats.



There'll be one tuff nut in the grounds, but that's about it. Go back to bed, Lara. You, in the meantime have finished Tomb 2. Your prize? Lara in the shower room...



**'You've  
finished  
Tomb 2! Your  
prize? Lara in  
the shower...'**

■ Lucky old rope nestling between Lara's legs.  
Lucky old weapon she's holding... Etc, etc



# TOMB RAIDER

**Still** can't get yer head around Lara's first adventure? Well fret no more. Here's the complete solution to the original Tomb Raider...

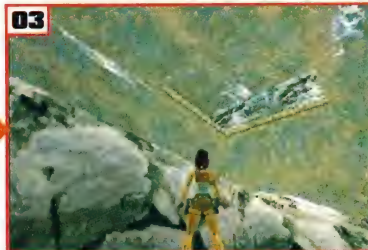
## ENTRANCE



**01** Follow the tracks. Run to avoid the poison darts. Go to the room at the end of the passage. There's an opening in the corner. Face the opening, then backflip to jump onto the angled rock. Hold down the action button to grab the ledge. Inside the opening there's a medikit (**secret one**).



**02** Go back and climb the ledge just past the poison darts, then follow the passage. Blast the two bats, then go down to the snowy room. In the corner there's a snowdrift. Climb it, then jump and pull yourself up to the ledge. Inside the opening is another medikit (**secret two**).



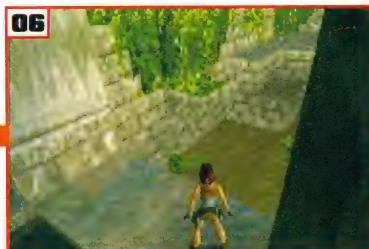
**03** Go back to the bat cave and on to a grassy cave. Drop down into the pit. Head for a switch that opens the door. Get your pistols at the ready here. Kill the bat, then climb up towards the hole in the roof.



**04** Onwards to a ledge overlooking a room with bridges and wolves. Shoot the wolves then drop down. Go past the bridges, climb up the ledge with the idol on it. Cross the bridge and follow the path to the left.



**07** The main door in this room is on a timed switch. Climb up to the ledge on the right and throw the switch, then jump along to the middle then left-hand ledges. Go through the door.



**06** Save your game. Go to the left and take the medikit behind the pillar. Carry on and draw your guns when the music starts: you're about to run into two wolves. Kill 'em. At the bottom of the stairs, look along the wall for a door and a ledge covered in ivy. Jump to the ledge, go through the door to find a medikit (**secret three**). Go out again.



**08** Climb the stairs and run past the dart traps. Shoot the wolf, then stand on one of the broken tiles and drop onto a podium below. You are now above a hall lined with dart traps, so don't drop down.



**05** You're now on a ledge overlooking a room containing a bear. From the ledge, shoot the bear, then lower yourself down. Draw your guns again, go through the doorway and shoot the bats. There's a medikit and a pressure plate. Stand on the pressure plate, go back through to the bridges room, and this time jump across the bear room.



**09** Run to the far end where there are two ledges. Jump across to the opposite side and throw the exit switch. Jump back, then run to the far end and slide down the slope. Go through the door and you've completed the level.



## CITY OF VILABAMBA



Draw your pistols. When you enter the first room four wolves attack. See 'em off. There's more creatures in the rooms nearby so wipe them out. Watch out for the wolf lurking by some bushes. Bag it, then pick up the medikit hidden behind the bushes.



Head for the room with the pool in it. Go to the door near the trough and a bear'll appear in the next room. Kill it, leaping around to avoid its claws, then jump onto the roof of the stable to find a medikit. Dive into the water and swim into the murky depths.



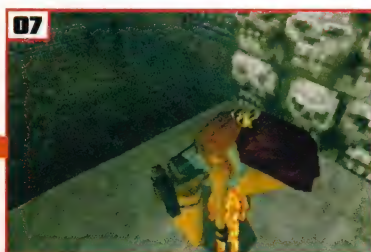
At the T-junction turn right. In the room swim left. Behind the pillars is a switch. Pull it and a door will open. If you've got enough air, swim to the opposite corner of the room. Pull the lever. A trap door opens overhead. Swim up. There's a medikit (**secret one**).



Switch the switch, dive back into the pool and turn left at the T-Junction. Surface in a room with serpent statues along one wall. The lever has opened a door in the corner. Go through, find a medikit and ammo clips (**secret two**). Now go back to the main pool room.



Drop down. Go left, then left again to find a locked door. Open it with the silver key (action button). There's dart traps here, so run, jump and press the action button to avoid being hit. Shoot the five wolves and run into the temple at the far end.



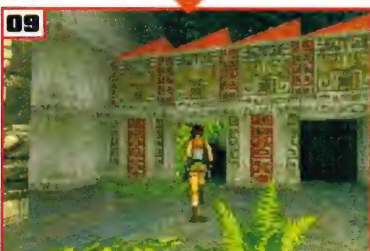
With your pistols at the ready, go on in. Kill the bats. When they're dead, pick up the gold idol and the silver key. Jump onto the block you pushed in and vault up to the ledge. Kill the bats which gnaw at your bonce, then save the game. Now get the hell outta there.



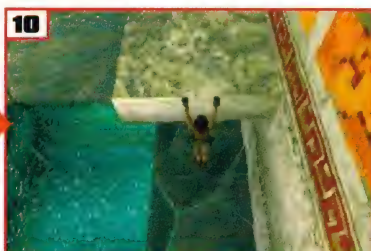
Press the action button and up or down on the Dpad to make Lara push and pull the stone with two handholds in it. Pulling it out into the room gives you a ledge to jump for the medikit if you missed it. Pushing it in (several times) opens the way onward.



Find the door with a switch nearby and open it. Climb the stairs to the opening, then jump the gap to a ledge over a small room. Drop down onto some broken tiles then run and jump for the ledge on the opposite wall. Get the large medikit.



Go through the open door on the left and go up. At the top, kill the bat and do a long jump to a doorway. Climb the stairs, kill another bat, then press the switch. Pick up the medikit. Out the window, go down to the ledge, pick up the shotgun shells, then down to the red roof for the medikit.



Drop to the ground and go through the right-hand door. At the top of the stairs, run across the loose tiles and jump and grab onto the ledge on the far side. Be careful. Go up, bag the bats and pull the switch. Save your game, then lower yourself down. Don't waste time, go through the middle door.



As soon as a blade swings past, run through to the next. Next, pull the switch and the floor collapses, dropping you into a pool. Swim into the passage on the right and you end up by a switch. Look over the ledge and you should see a bear. Shoot it, then jump down and climb out again.



Go left at the exit gate and pull the switch. Next run up the passage and at the end you'll find a couple of Uzi clips (**Secret three**). Pick 'em up, they'll come in useful later. Turn around and retrace your steps. All you gotta do now is use the idol to exit the level. Next stop, the Lost Valley.

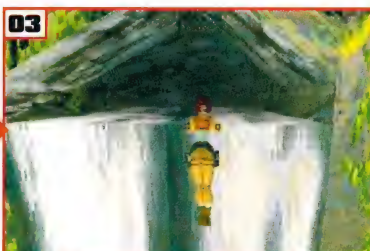
## LOST VALLEY



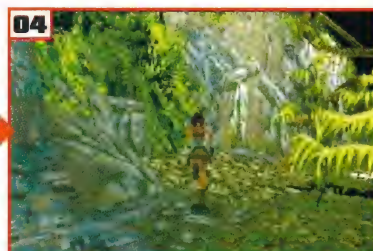
Go to the river. Go through the opening to the right. Go down. Draw your guns: kill the two wolves. Head into the passage they guarded: kill the wolf. Turn right. Round the corner are three wolves. Kill them, then go back to where you came in. Climb up the rock face and take the medikit.



Go forward, slide down the rocks and into the valley. Draw your guns, kill the raptor behind you, kill the raptor in front of you. Go to the rope bridge. As the music starts, head for the cave on the right to avoid the T-Rex. Stay inside, and snipe at the T-Rex whenever it goes past. Go down to the waterfalls.



Climb up to the cave on the right of the right-hand waterfall to collect shotgun shells (**secret one**). Clamber up between the two waterfalls, jump and grab the crack in the middle. Shimmy to the right and climb up to get shotgun shells and Uzi clips (**secret two**). Go back down.



You'll need to collect three cogs on this level. First, go to a cave midway along the eastern wall. Head on in and cane the raptor. Walk over to the small waterfall. Climb up the rocks and take the cog. Dive down and swim through. Climb out, head right towards the arched rock.



# Instant Expert



Kill the raptors. Go in. Dive into the right pool and swim down for the next cog. Get out and save. Vault up the rock to the north wall of the valley. Climb up, turn left and jump to the next rock. Do a standing jump to grab a nearby outcrop. On the roof, get the health and ammo (**secret three**). Slide down the rock.



Climb up to the cave entrance, halfway up the valley wall. Follow the tunnel and save. Do a running jump across the rope bridge. Take the cog. Go back to the start point at the top of the first waterfall. Follow the river back, jumping between the banks. Use standing jumps if you have to jump to a higher bank.

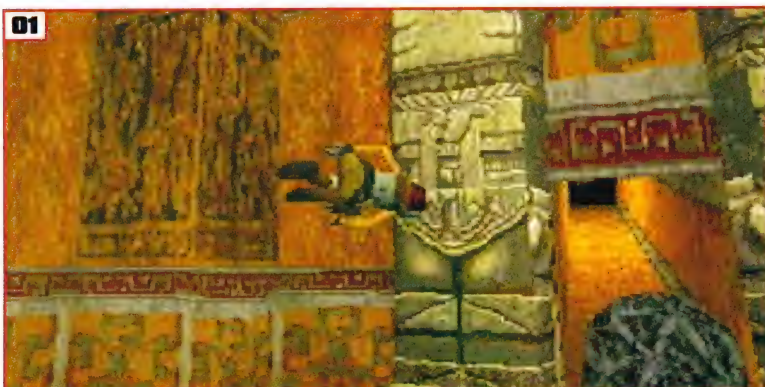


You'll reach a bridge. Cross over, stand in front of the empty pegs on the machine and press the action button to place the cogs. Pull the lever to dam the waterfall. Hang off the cliff edge on the north side of the bridge and shimmy to the left. Drop down and walk back into the cave to find a medkit (**secret four**).



Swim around the corner. Get out and pick up the shotgun. Next go back and swim down the long tunnel. Surface into the room at the end, which contains shotgun shells and a medkit (**secret five**). Follow the riverbed and dive into the pool. Enter the tunnel and follow it around to the exit.

## TOMB OF QUALOPEC



Follow the path to the square room. Go up the sloping passage. When the boulder starts rolling towards you, do a reverse roll and run down the passage. At the bottom, quickly leap to either side to dodge it. Watch it Lara, that was too close.



Throw the switch. This opens the gate, releasing two raptors. Kill them. Go to the square room.



Go through the right-hand door. Push the dark block twice, then nudge the next one to uncover a passage. Run across the dodgy tiles to the lever. Go on, give it a good yank. Leap back over the spike pit and head over to the save-game room.



Go through the doorway with the oval and go to a room with an alcove containing a switch. Guns ready, go up to the switch. Kill the wolves, climb the ramp and pull the dark block, push it to one side. Inside is a winding staircase and a pit containing a medikit. Go up, pull the switch, take the medikit. Go out.



Go through the bird door: drop into the chequered room. Go through the exit at ground level, then up and round. Step onto the large block and turn right. Do a standing jump up to the ledge above. Go round, as you drop a door opens. You'll be in a passage: go back to the chequered room.



Step onto the block by the ledge. Turn right and use a standing jump to get up to the nearby ledge. Pull the lever and you'll see the first large block move closer to some spikes. Go to the switch room, pull the switch. The block by the ledge moves toward the spikes too. Make sure you save.



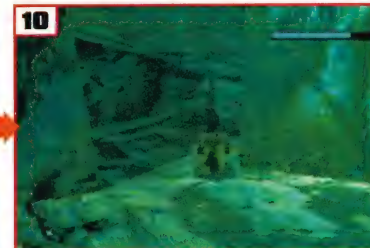
Go through the passage next to the switch and jump onto the block by the ledge. Carefully use running jumps to proceed upwards. Pull the lever, turn round and jump to clear the spikes. Now go back to the start room, guns ready. Kill the raptor.



Head south, save. Use the swan dive to avoid the darts. Stop to the right of the last dart gun. Climb onto the ledge above: a door opens. There are some shotgun shells (**secret one**). Hang onto the ledge and shimmy over to the right, then lower yourself down into the spike pit. But be careful, OK?



Walk round, pick up the Magnum clips. Climb up and exit. Run up the stairs. Kill the guard then get the Scion from the altar. This starts an earthquake. When the rocks stop falling, run for the exit. Head for the place where you came in, squeeze past the rock. Dive into the pool of water.



You've gotta swim through the underwater tunnel so make sure you've filled Lara's whopping lungs with air. OK, keep swimming till you get the pool, then surface into the room above. containing a medikit and Magnum clips (**secret two**). Top up with again then swim back through the tunnel.



There's a nasty surprise waitin' for you at the top. Larson, a gun-totin' redneck who wants to whip your ass. Show 'im some girl power Lara! Climb out and draw your guns straight away. Now shoot the hell out of the bloke, jumping around so you don't take too many hits. When he gives up, you've finished.



## ST FRANCIS' FOLLY



**01** Jump onto the wall. Kill the two lions. Go to the pillar room and pull the block onto each of the symbols. Push it to the end of the trench.



**02** Step inside the temple. Shoot the two gorillas. Pull the switch, kill the next gorilla then climb the stairs and pull the lever at the top.



**03** Exit with your guns drawn. Blast Pierre, then go to the block in the trench. Climb on. Use standing jumps to go along the pillars. Take the medikit.



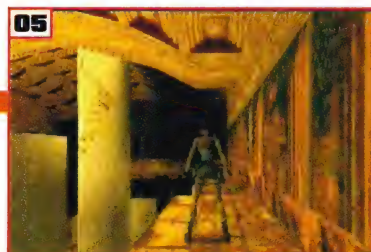
**04** Jump across the pillars to the ledge above the trench. Standing in the doorway, side-jump left, then hold the jump and action buttons. Lara will bounce from one angled ledge to another, then grab a platform. Pull up and do this again to reach a ledge with shells and a medikit (**secret one**).



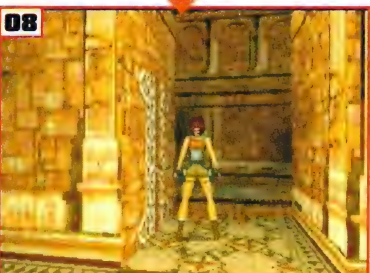
**07** Dive back, swim along to a small opening. Climb up to find some shotgun shells (**secret three**). Pull the switch, climb down. Run to the stairs at the end. Save.



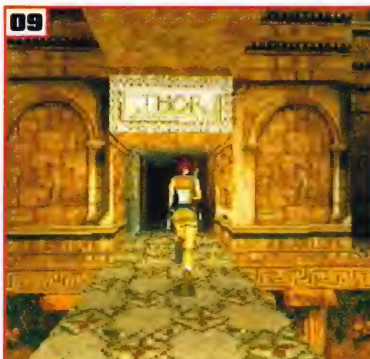
**06** Swim past the croc to the end of the passage. Climb out, blast it.



**05** Climb down. Jump back to the medikit column, then across to the ledge on the far wall. Follow it around to a door. Go inside to find a sloping passage. Go down and just before the end, jump and you should hit a ledge. Leap across to a door which leads to shotgun shells and a medikit (**secret two**).



**08** Jump across to the central platform, then drop. Pull the lever, then turn right. Jump to the far ledge. This opens a timed door below you, so quickly turn right and run. Roll, then keep running. Roll at the edge and drop down. Draw your guns and bag the two bats. Drop down once more and the door's in the dark corner. Go through to find a medikit and some Magnum clips (**secret four**).



**09** Exit and throw the switch on the central column. Climb the stairs and jump up. Follow the ledge around to some Magnum clips, killing a bat along the way. Go about halfway along the northern ledge, then jump to the central platform. Pull the lever. Climb the stairs behind you, then do a standing jump to the central platform. Go through the Thor door.



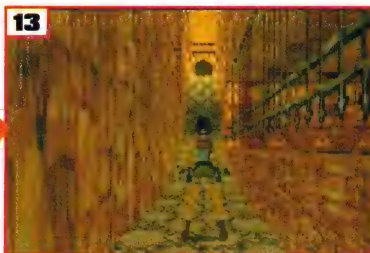
**10** In the first room is a lightning emitter. Stand out of range, to one side, then run through the opposite opening.



**11** In the next room, stand on the omega tile and listen for a snapping sound. Jump back and the hammer falls. Push the block towards the north ledge. Climb up, drag the other block towards the west wall. Get the medikit, then do a long jump to the ledge in the west wall. Get the Thor Key. Exit.



**12** Go back to the central platform and turn left, then left again. Jump to the platform, then climb the northern stairs. Stay close to the wall, kill the bats, then jump to the central platform and pull the switch that opens the Damocles Door. Now head for the Atlas door, pistols drawn.



**13** Shoot the gorilla then go through the gate. Drop down into the pit to get the medikit, then run up the slope. As soon as the rock starts to move, roll and run back down the slope, rolling again as you pass the gate. Now quick, jump backwards, down into the hole and hang on tight.



**14** With the rock long gone, walk up the slope till you can reach a ledge on your left. Climb up, get the Atlas key. Exit. Back at the central platform, climb to the top step and jump up. Jump to the stairs on the east wall. Follow them around, jump across the pillar to the Neptune door.



# Instant Expert



Outside, stand on the ledge and waste Pierre and the two lions. Go down, use the keys on the door. Exit.



Jump to the central platform. Drop down by the Thor switch, then down again. Leap to the northern stairs. Drop down to one level beyond the Thor door. Jump over to the corner by the stairs, climb above the Damocles door for a large medikit. Run into the second room for a key. Exit, checking for swords.



Dive into the pool, go into the passage. Turn left, pull the lever, turn around and swim left into an alcove to get the Neptune Key. Surface.

## COLOSSEUM



Start off by kill the croc, then diving in the pool and swimming across to the other side.



Kill two lions outside the temple, then one hiding inside on the left. Go out, then round to the right. Climb onto the cliff ledge. Jump onto the ledge round the temple. Get the medikit and come back. Pull yourself up to the ledge above: go round the corner. Jump diagonally to a ledge on the right, next to an opening.



Slide down the slope by the opening and jump at the bottom. Get it right and you should land on a ledge. Use a running jump to get to the cliff-face opening. Inside there are some shotgun shells (**secret** one). Go back.



Shoot the crocs. Get the medikit. Jump up to grab the north wall crevice. Shimmy to the right. Climb in to get more shotgun shells (**secret** two). Shimmy right. Drop.



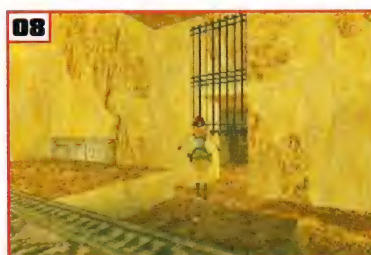
Go up the ramp and then drop down. Climb the stairs and keep on shootin' till all the animals are dead. Chase Pierre while firing at him, then drop into the pit on the left and save the game.



Climb out and go through the door. Open fire on the two bloodthirsty lions before pulling the switch on the far wall. Now quickly pull the lever on the adjacent wall.



Follow the corridor into a pit. Keep jumping around, all the while shooting at the lions. Once you've killed two, climb out and kill the others. Head for the rocks and blast the lion.



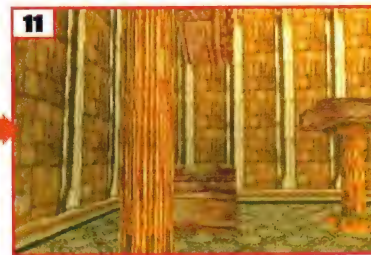
Slide down the slope through the opening. Go right and stand on the grey slab. Turn around, go through the right-hand gate and get the medikit. Go back to the first slab, go through the left hand gate, pull the switch, then dash into the other gate and pull the switch. This opens the white door.



Go through the door. Climb the ledges. Climb the slope behind you to find some shotgun shells. You now need to jump onto the nearby outcrop, so do a running jump from the nearest rock ledge. Turn left, do a running jump. Shoot the two gorillas. Save. Go to the staircase room. Pull out the block.



Throw the switch and take the medikit. Go to the southwest corner of the arena. Climb up the ledge, go through the door. Shoot two bats and go towards the light. A boulder rolls towards you: drop into the pit. Run up the slope and pull the switch, then go through the door. Kill Pierre and the lion.



Go to the northwest corner of the arena. Enter a room with three pillars. Stand facing the block on the floor to the north. Run forward. A door opens: jump onto the block, then side-jump right to the next pillar, back-flip to the next, side-jump left to the tallest pillar, then jump forward. Inside is **secret** three.





Step outside, turn left and jump to the switch. Pull it. Exit and run along the north stand to the next door. Enter and dive into the water. Swim along, pick up the medikit. Push the block twice, step around it, then pull it away. Take the rusty key. Swim back, pull the lever.



Go over to the far door, up the rocks to the bedroom. Shoot the gorilla. Go through, take the medikit. Save. Go back through, unlock the gate. Dive into the water: swim past the croc to the hatch. Pull the switch, go back down and along to the exit.

## PALACE MIDAS



Climb out of the pool, enter the next room and shoot the two gorillas by the pillars. At the back of the room, enter the door and kill the gorillas. Pick up the medikit and save your game. Throw the switch and run back to the pool room.



Turn left, shoot the croc, then head down the passage. Ignore the stairs and follow the path to the right. Go through the gap at the far right of the arches. There you'll find a gorilla: frag 'im and pick up the Magnum clips.



Turn right and run down the hall, but be ready for two lions attacking from an alcove on the right. Continue round to the right and kill the bats, before taking the medikit. Go back to the stairs. Climb the stairs, turn left.



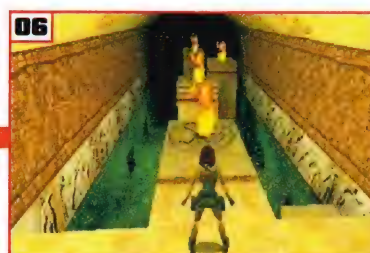
Shoot the three gorillas. Now climb the shortest pillar. Jump to the second pillar, then along two ledges for a medikit and clips. Go back to the pillar and running jump round the pillars, then standing jump onto the platform in the middle.



From there run, jump and grab to reach the flat square of sand two squares to the right of the opening. Save your game. Shoot all the creatures in this room, starting with the gorillas and bats. Jump across and run around the ledge to the right, bagging the crocs when they appear in the water.



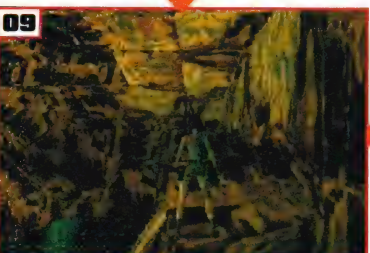
Now open Room 2. Go down, kill the gorilla, go through the southwest door. Go through the opening at the back of the room. Turn right and go down. Pull the block out of the wall. Follow the passage up. In the room, do a standing jump from the ledge to the right, then use a running jump to reach the pillar.



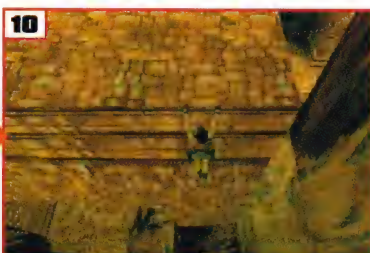
Go down into the water. Shoot the rats. Climb up and save. Stand on the first tile, then jump along the platforms while the flames are out. Use running jumps. Hold the action button as you jump from the fourth to the fifth platform. Now jump and grab. Take the lead bar and swim back.



If you look above the switches in this room, the symbols show how the switches should be placed. Y means on (down) and the omega symbol means off. For Room 1 the switches should be YOOOO. Room 2 is OOOYO. Room 3 is OOOYO. Room 4 is YOOOY. First open door one. Come on, run through it!



Take a deep breath and dive into the water. Keep swimming to the pool in the next room, then climb out. Climb the sloping rocks, then when Lara gets stuck, jump forward twice. She will slide down to a ledge where you'll find a medikit and a stash of Magnum clips (**secret one**).



Dive back into the water and swim along the passage to the left. Climb out, lower yourself down on the eastern side. You should drop to a ledge where there's a medikit, Uzi clips and a couple of shotgun shells (**secret two**). When you've got 'em, keep jumping and shooting the gorilla.



Jump out and get the medikit from the alcove. Walk over to the arch next to the huge drop. Carefully leap across to the ledge and draw your guns. You'll be attacked by a couple of gorillas, so aim up and take 'em out. Stand in the second-to-last alcove and face outwards. Take a deep breath...



Run like crazy, jump at the edge and grab the crevice on the far wall. Fail and you'll die, so get it right. Jump across the chasm and grab the crevice. Climb up for a large medikit, then shimmy left and drop. Shoot the bat, then face the chasm from the corner and jump.



# Instant Expert



**13** Head to a room with cracked tiles. Jump over to the right and for health. Jump back. Climb out. Slide down. Kill the lion, then follow the ledge round the room.



**14** Go through the tunnel, turn right and jump to another ledge. Running jump to another ledge. Turn right and walk to the pool. Kill the croc, dive in and swim on.



**15** Climb out and up to a rock ledge. Shoot the bat, and the lions, then jump onto the roof. Take the bar. Go back to the switch room. Open room three.



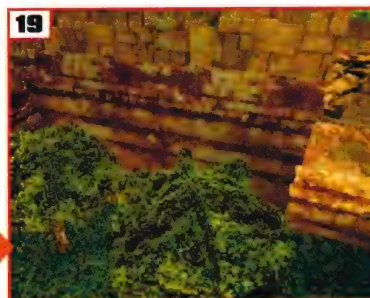
**16** Go down, but enter slowly to avoid the spikes. Go through the door, pull the block twice. Go into the tunnel, pull the switch. Climb it: the switch has raised some pillars. Jump to the nearest and continue around the rest anti-clockwise. Jump through the opening, kill the gorilla. Take the bar.



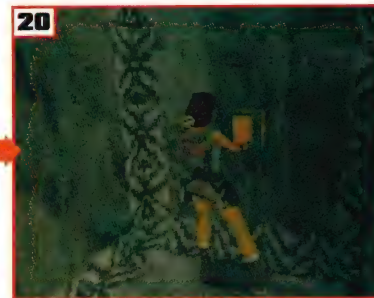
**17** Back at the pool room, run straight on. Go through the gate and shoot the two gorillas, then go towards the far end. Climb the ledge on the right.



**18** Get the medikit from the roof. Go through the dark passage to the Midas Chamber. Stand next to the stone hand and use the lead bars to turn them all to gold.



**19** Go back to the garden. On the right hand wall by a tree, which you can't see. Pull it. Go into the secret passage, jump past the snapping blade. You'll find shotgun shells, Magnum clips and a medikit (**secret three**). Go back out.

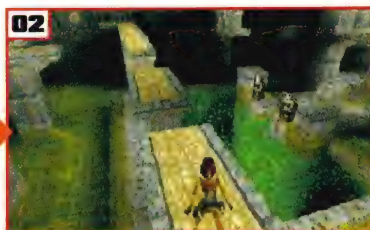


**20** Open the last door. Go through, kill the lion then head up to the ledge via the stairs. Get the shotgun shells and save. Go down the stairs through the right-hand door. Use the gold bars in the slots to exit.

## CISTERN



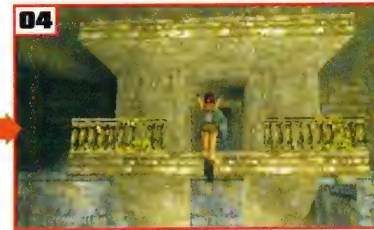
**01** Draw your guns, drop, kill the rats. Push the block forward twice, then to the right. Climb on, pull the switch, kill the rats. Go through the white door, take the medikit, then come back.



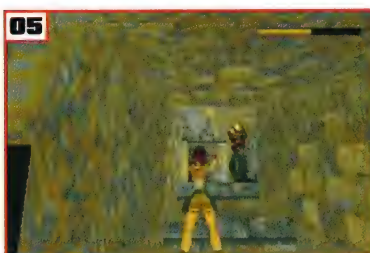
**02** Go through the trapdoor then through the door. Stand at the edge and shoot the rats and crocs. Now run and jump to the right-hand pillar. Frag the rat, then jump up and grab the crevice.



**03** Shimmy left and drop off the ledge. Take the shotgun shells. Grab hold off the crevice in the other wall, shimmy left. Turn right and climb up. Take your prize. It's a... rusty key.



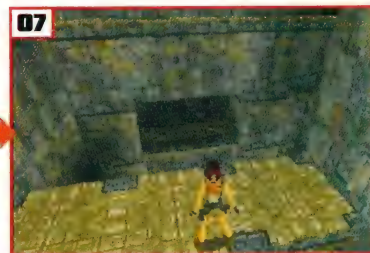
**04** Return to the other end, and go down to the brick walkway. Here's a place to wipe your sweaty hands on your trousers and save your game. Now go round and jump to the balcony.



**05** Blast Pierre. Climb onto the block, then turn right and jump into the dark space to get a medikit. Jump up to the opening in the corner. Climb the ledges, take the shotgun shells (**secret one**). Now slide down the slope: jump at the edge to pick up more shotgun shells. Slide and drop back into the water conduit room.



**06** Up to the highest conduit. Take a medikit and shells. Lower yourself into the water. Up the stairs: jump round the ledges for a Key. Go through the door, grab ledge, shimmy left. Drop down and kill rats. Slide down then jump to the ledge below. Jump to the walkway, then follow it 'round.

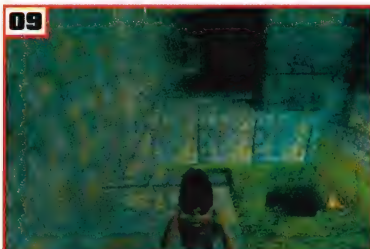


**07** Jump across the bridge section to the locked door. Open it, kill the apes and jump up to the ledge. Run-jump to the next platform. Shoot Pierre below you and once he's gone, jump along the ledges. Take the medikit then backflip to get the clips. Grab the crevice. Shimmy right and drop down.

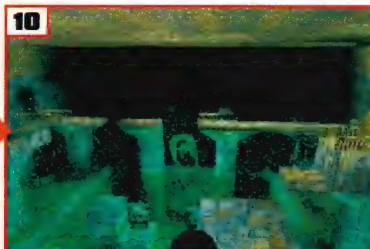


**08** Slide down, shoot the two crocs. Save. Go to the tunnel. Kill the croc, kill the rat. Take the large medikit. Head on: climb on the platform where the game-save crystal was. Go up. Jump along the platforms to the white door. Turn right, jump again. Turn right, walk forward, drop. Grab the crevice, shimmy left.





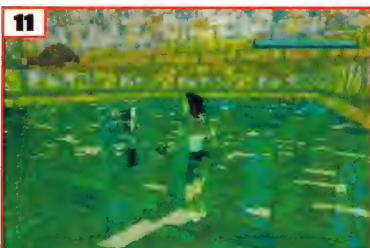
Open the door, kill the rats. Jump diagonally across then drop down and run into a pool room. Kill the rat, then go up the stairs. Jump up, turn right in the corner, and jump to the ledge. Go up, turn right and jump twice. Pull the switch. Go down and through to get the Silver Key. Avoid Pierre, dive into the water. Swim to the pool in the main hall.



Go east, climb the steps. Jump up and go round to the corner column. Climb up, turn around, and jump to the door. Throw the switch in the conduit room and exit. The main hall floods. Drop down, swim into what was the pool. There's two openings in the east wall with clips (**secret two**). Swim through the hard-to-see opening in the next wall.



Run through, pull the switch. Climb on the block: shoot the three lions. Pull the block behind the switch through the door. Clamber up it and jump to the balcony. Go through, kill the rats and pick up the Magnum clips. Drop down into the well to exit.



Pull the switch. Climb out. Shoot the rats. Get the shotgun shells and medikits, save. Swim for the door, get the Silver Key, exit. Swim to the second locked door. Use the rusty key. Swim down, take the medkit, and gold key. Go through the gate, swim up. Climb out. Kill the croc.

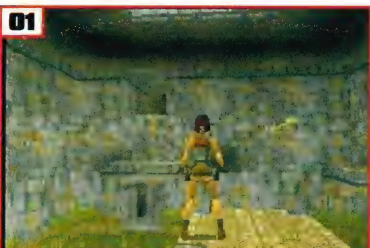


Swim to the vine-covered balcony and climb up to the door. Push the ram's head block on the left. Nip into the secret room and jump up the slope, then backflip onto the balcony. Up here you'll find the medikit and the Magnum clips (**secret three**). Pick 'em up and leave the room.



Use keys to get through the two silver doors. Climb the pillar to save, then vault over to the ledge over the door, then to the ledge with the lock. Zap the ape. Use the gold key, shoot the two lions then go through.

## TOMB OF TIHOCAN



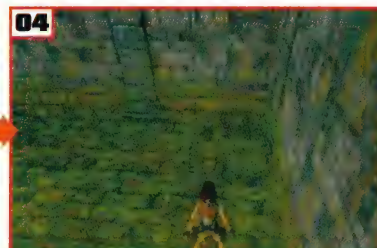
Swim down to the very bottom and pull the lever. Back on the surface, climb out and shoot the croc. Climb the stairs, jump over to the central pillar. Avoid the darts: run and jump to the right-hand platform. Turn around and jump to the other platform. Pull the switch and jump in the water and swim to the alcove.



Pick up the medikit. Climb onto the block, run and dive through the opening. Swim down, pull a lever: come back up, breathe. Dive back in, swim, and climb out at an overhead opening. Drag the block, jump on it. Climb up the ledges. Drag the block to the lowest ledge: jump up. Climb up the ledges and save.



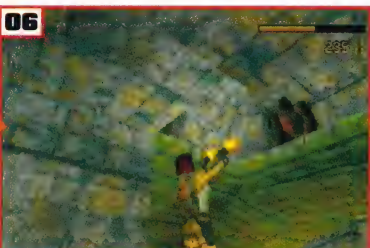
Walk along the ledge, avoiding the blade. Jump to the alcove on the left. Take the shotgun shells. Go back to the dark corner. Get onto the pillar in front of the right-hand door. Shoot Pierre. Follow the path 'round. Jump between the blades, frag the croc and go into the room for medikits and ammo.



Look for three tiles with opposite patterns to the rest. Step on 'em to get a secret door. In the room, face the door and side-jump left and hold the jump button down to bounce around the slopes, up to a ledge. Pick up the shells and the medikit (**secret one**). Exit to the pillar room.



Jump to the door by the blade. Leg it down the stairs, then turn and grab the ledge. Shimmy right then climb up and pull the lever to flood the room below. Dive in and swim to the right, then climb out at the water's edge. Fill the dirty rat with lead, dive back in and continue swimming to the next room.



Climb out and shoot the lion. Enter one of the tunnels, yank the switch then come back out and climb up to the ledge and save. Shoot the two apes above, then scramble up and grab the crack in the wall to the left of the open door. Shimmy right, climb up and get medikit and gold key.



Go back to the block with the apes. Go through the door. Use the gold key, then go across the stepping stones which appear. Take the medikits. Go left, pull the block onto the panel and climb up. Shoot the ape. Go through and collect the shotgun shells, along with the Magnum clips.



Pull the block onto the panel under the elevated door. Kill the ape, go in for the shotgun shells. Jump up on the block, go through the door, avoid the blades. Take the rusty key. Pull the block further on. Go through, run halfway across, then jump into the alcove to get the key. Take the medikit and exit.



# Instant Expert

10



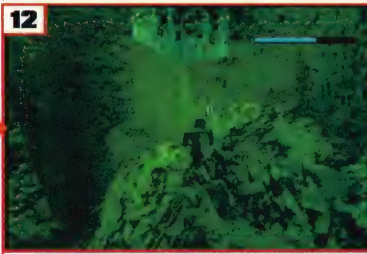
Open the two-lock door. Stand at the top of the slope and jump diagonal right. Hold jump. You should bounce onto a platform over a floating tile room. Face south, side jump, right, forward, right, right, right, backwards, right. You should be in an alcove with Uzi and Magnum clips. Drop down.

11



Slide into the pool, then climb out and shoot the croc. Climb up to one of the ledges in the tunnel behind you. Slide down, then climb the rock and slide down again, jumping at the end to reach a ledge. Clamber up and pull a switch to open an underwater gate, then dive in.

12



When you see the mausoleum, keep swimming right, straight underneath it. Keep going, under a pale rock where you should find a tunnel. Swim up to the surface and climb out, then throw the switch and save the game. Swim back out and approach the mausoleum, guns drawn.

13



The centaur statue on the left will awaken and start chucking fireballs at you. Duck inside the temple, firing out to kill it. Before the next one wakes, run into the next room. Kill Pierre, then take his Magnums, the gold key and the second piece of the Scion. Use the gold key. Take the medikit, drop down. Exit.

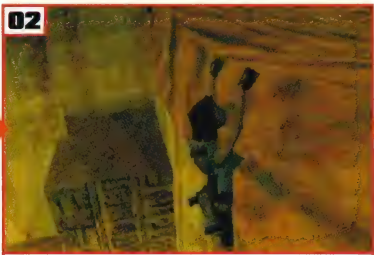
## CITY OF KHAMOON

01



Drop down into the right-hand pit. Turn left, then run, jump and grab to reach the tunnel. Yank the switch to open the door below. Go through and pull the block three times, then jump over it and into the tunnel. Get the Magnum clips and medikit. Cross to the ledge. Pull the block across to the column.

02



Jump up and grab the ledge, then shimmy right and climb up. Shoot the panther then jump up the sand dune to the ledge on the right, overlooking the Sphinx room. You'll see a cat mummy. Fill that sucka with bullets and when its undead corpse hits the deck, slide down onto the ground.

03



Dive into the pool for the Magnum clips. Climb on the vine-covered block, then up to the ledge. Jump across to the obelisk for some shotgun shells. Dive. Climb out up the Sphinx's legs then up to her chin. Edge around on the left to a passage into her head. Get the Sapphire key. Save the game.

04



Pull the block between her legs twice. Open the door behind, climb up to the plinth and take the medikit. Shotgun the panther and jump across to the last plinth. Turn right and go down the passage and kill the big cat. Walk under the bridge to a ledge. Shoot the croc below and save your game.

08



Get the Magnum clips, then slide down. Take the medikit. Jump across the promontory, then onto the roof over the statue. Take the Magnum clips. Shoot the crocodile below. Climb onto one of the sloped corners then jump and grab the roof over the boulder ramp to get some Uzi clips (**secret 2**). Drop.

07



Push the block to the side. Find a safe spot to pick off the mummy. Push the block along to the end. Go through, pull the lever. Climb on the block. Run and jump to the gold bridge, then up. Pull the switch then head to the left of the statue. Jump to the ledge on the left, run across to the rock ledge.

06



Jump up to the ledge over the door, push the block towards the steps twice. Climb on it, turn left and stand-jump to the ledge. Up on the gold block, jump, pull the switch. Drop off. Push and pull the block around to the far end of the ledge. Get on it then run, jump and grab the ledge with the block on it.

05



Drop to the tunnel below the ledge. Take the medikit. Come back. Run up the paved ramp. Get out of the way of the boulder. Turn right at the rock and go up to the dark passage. Get the medikit and clips. Jump out. Jump in the pool. Swim to and pull the lever, then dodge the croc. Get out and shoot it.

09



Lower yourself down to the green ledge, then down again. Cross to the tiled floor and get the Magnum clips then drop down the hole. Save. Walk to the edge and draw your guns. Shoot the panthers in the darkness below, then go to the alcove on the left to get the Magnum clips. Pull the switch to light up the room and drop to the floor.

10



Walk slowly 'round to the left until a door opens. Kill the panthers. Go in the door and take the medikit. Back outside, get on the grey block and cross the rope bridge to the centre column. Kill the panthers. Go around to the left and jump over to the cat statue for shells (**secret three**). Drop down and head through the panther door for a medikit.

11



Climb up to the bridge go through the lit doorway. Whip out yer shotgun And blast the cat mummy. Run into the sandy room and jump up to the high door in the corner. Inside, nip up the stairs, then climb up the pillar to get another sapphire key. With the key stashed in your pack, make your way up the sandy slope and through the door.

12



Standing jump across the platforms, collecting the Magnum clips along the way. Jump up to the switch and give it a yank. Head back to the sandy room and lower yourself down onto the sandy slope and slide down. Climb the adjacent slope and go through the gold door. Use the sapphire key to open the door and exit.



## OBELISK OF KHAMOON



Go up the hill to the corridor on the left. Turn right. Move the block in front of the gold door. Go in, shoot the panther. Get the medikit. Pull the third block. Slide down the slope. Shoot the panther, pull the switch. Climb the steps, take the medikit. Running jump through the door. Take the Magnum clip and drop down.



Pull the fourth block. Dive in. Climb out, shoot the croc. Take the medikit, Magnum clips and a Sapphire key. Save your game, Lara.



Go to the locked door near where you entered. Open it and open the gold door in the pillar room. Go up through the gold door. Kill the mummy. Pull the switch. Go out the other doorway onto the bridge. At the pillar, pick up the Eye of Horus. Drop down. Climb onto the obelisk's platform.



At the top, turn right, jump and grab the crevice. Shimmy right. Drop onto the gold blocks. Go round, then lower yourself off the end. Pull the switch in the pictograph room. Go out, climb the right hand stairs. At the top, jump up a floor. Waste the mummy. At the top, jump up, pull both switches. Get the medikit. Now's a good time to save.



Pull the switch. Climb three steps then go across the ledge to get some shells. Further up, drop to a green ledge on the left. Save. Through the door, turn left. Cross the bridge. Take the Ankh. Go back, up the steps. Take the medikit. Throw the switch at the top, then back through the door. New steps take you to the roof.



At the top, do a standing jump up to the next ledge. Running jump to the top ledge, then east to a staircase. Save. Go down the steps, jump up. Shoot the mummy. Go round to some columns. Pull the switch. Drop down the steps. Take the medikit and Magnum clips. Go down the hole in the mummy room. Kill the panther. Take the Magnum clips.



Take the shells, then dive in and take the clips. Go to the southwest door. Slide down, kill the panthers from the doorway. Climb the stairs on the west wall. Jump to the south ledge. Running jump to the north west corner ledge, jump back to the ledge above the first one. Standing jump to the next one, then jump back north.



Out the door and down the steps. Go to the end of the ledge with the columns. Run and jump to the central pillar to get a medikit and some Uzi clips (**secret one**). Do another running jump to the silver statue platform. Take the medikit and Uzi clips.



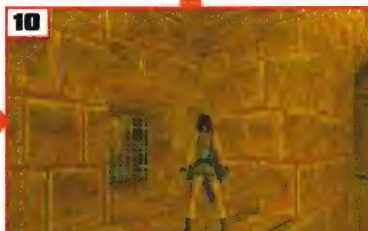
Cross the new bridge to get the Scarab. Jump to the bridge on the left to get the Seal of Anubis. Drop into the water. Go through the new underwater door.



First go down, take Magnum clips, shotgun shells and medikits from the alcoves. Surface and take a breather. Dive back in. Go through the tunnel. Surface. Dive, pick up the medikit, Magnum clips, shotgun shells. Climb out, kill the mummy. Take the Magnum clips.



Go down to the green ledge, through the door and left up the steps. Grab the platform and shimmy right. Climb up and jump to another platform above. Through the door are a large medikit and Magnum clips (**secret three**). Drop back down. Down the steps to beneath the platform. Lower yourself down, then climb straight back up to ice the two mummies.



Back up to the steps, then go through a doorway. You should be looking at where you came in. Drop off to the side, grab the ledge, shimmy right. Drop off, grab, shimmy. Drop, turn round, then run, jump and grab at the save point. Save. Go through the door and pull the switch. OK, now head back to the mummy room.



Up the stairs. Go along the passage. Shoot the mummy, go down. Take the medikit. Climb the steps to the Sphinx. Go down and across to the obelisk. Plug the four items into the shaped holes and go through the door which opens.



# Instant Expert

## SANCTUARY OF THE SCION



**01** Go through the doors. Go left and right: take the Magnum clips. Shoot the two demon panthers and leg it up the steps. Take the Magnum clip, then jump onto the Sphinx's back.



**02** Go forward, turn right, then slide down. Guns ready, edge forward and shoot the demon. Run round the Sphinx's paw and grab the Magnum clips. Go to the cliff face.



**03** Jump on the left hand block. Turn right, jump to the next block. Leap across the blocks, then turn to the cliff. Grab the crevice. Shimmy right, drop, hop up to the next platform along. Climb up and jump across the ledges, collecting a Magnum clip, jump to the switch. Save. Pull the switch. Turn. Shoot the bat.



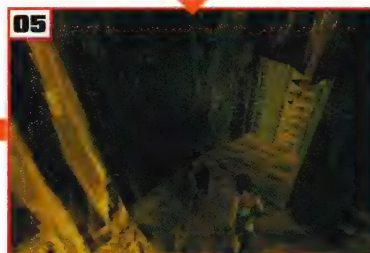
**04** Go down then 'round to the far side of the Sphinx. Take the clips. Through the door, slide down, holding the action button. Once you've grabbed on, shimmy left and drop to the ledge. Go in the door. Climb up, then slide down the slope. Get the gold key from the bottom of the pool. Climb back out.



**07** Inside, push the block across to the bright side of the room. Climb up and kill the centaur. Get the Ankh and health. Go out, slide down. Take the medikit. Kill the demon.



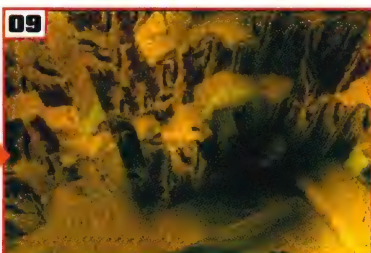
**06** Leap to the ledge to get the medikit. Climb down. Go back to the cliff. Climb across the ledges to the switch. Look round the corner, then jump along the two ledges for the shells. Jump on to the next ledge, then to the pale ledge below. Climb up. Look down and jump to the ledge and climb the steps. Save.



**05** Head up, go back up, run, jump and grab onto the bridge. Use the key. Stand back and shoot the centaur. Go in. Get the medikit and the Anky. Drop off, go to the Sphinx cave. Turn right. Go to the corner near the right paw. Climb up a low block, then running jump to the next. Jump up to a ledge, then along the two columns. Leap to the ledge and save. Run through the blades, get the health and walk along the ledge. Jump the gap, pull the switch and kill the bat.



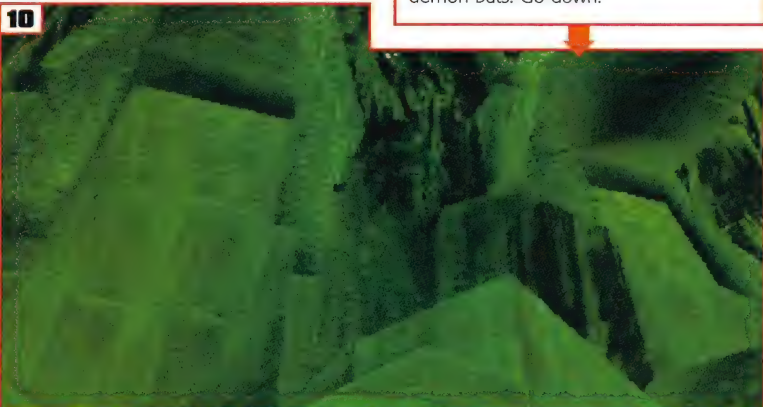
**08** Climb onto the sloped rock on the sphinx. Jump to the ledge on it's head. Climb up, use an Ankh. Go round to the forehead, and use the other to open a door. Save it now.



**09** Go to the back of the head. Face the Ankh. Turn left and walk round to the front. Look down and you should see something floating. Jump on the invisible ledge to collect the Uzis and a Magnum clip (**secret** one). Kill the two demon bats. Go down.



**12** Dive, swim to the other statue. Take the shells. Swim down between its feet. Swim up. Run up the spiral ramp. Take the Magnum clips. Save. Take the Scarab. Open the door. Fight two panther demons and a centaur.



**10** Go in through the Sphinx's legs. Collect Magnum and Uzi clips. Time to save again.



**11** Dive in by the statue's feet. Pull the lever. Climb out, then go along the pillars. Jump to the steps. Shoot the demon bat through the opening. Slide down, turn left. Lower yourself down. Jump onto the statue's shoulder. Climb up. Lower yourself down the other side. Slide to the switch on its chest. Pull it.



**13** Open the other gate with the scarab. Take the large medikit. Frag Larson, take the Scion piece and exit.



## NATLA'S MINES



Swim to the waterfall and dive under. Surface behind it. Go left, pull the switch. Dive. Climb out by the boat. Follow the passage right to the slag-heap room. Drag the box out and to the side. Jump over it. Pull the switch. Back behind the waterfall, jump up. Go up the slope and leap left to a ledge.



Go to a room with a crane. Get the medikit and Magnum crane. Save. Run to the room with two prefabs in it. Follow the track through a gate. Go past the first trench and turn right. Grab the ledge. Shimmy left until it slopes, then climb up. Now jump the gap and run to the end of the slope.



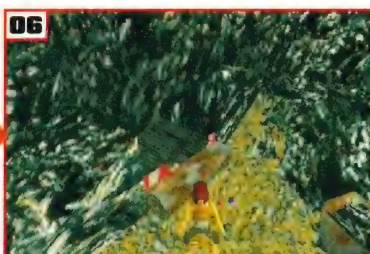
Turn right. Take the fuse. Save. Dodge two boulders. Run up the slope. Drop through the hole. Run down to the tracks. Turn right, trigger the boulder. Climb up to the top ledge. Run to where the boulder started. Drop through the hole. Pull the crate to the taped prefab. Jump on the roof.



Drop through the corner of the roof. Run up the slope to a switch. Give it a pull. Make your way back to the dock. Climb onto the middle of the boat and jump to the dark side of the dock and over the low crate. Nip down the passage and pick up the Magnum clips. Pull out the damaged crate.



Push it into the alcove. Pull out the next one. Put it on the right. Go through. Pull the switch. Go back to the slag-heap room and in past the drilling machine. Push the block. Climb and jump up to a room with Uzi clips. Pull the switch. Drop down, go on into a new room. Take the fuse, and leave quickly.



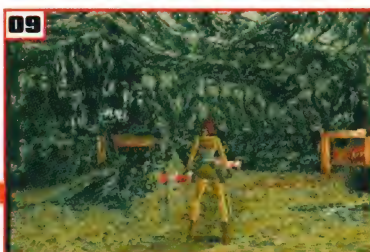
Go back to the prefab room and through a door to the left of the left-hand cabin. Run to a switch. Pull it and the conveyor belt starts, dropping the fuse. Get it. Return to the control room. Insert each fuse. Go inside the cabin to retrieve your pistols. Climb on the roof. Jump to the cave wall opening.



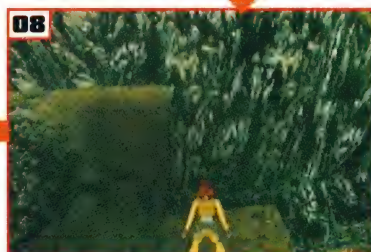
At the top of the slope, turn right and jump up. Go through the door. At the top, turn, step back and hold the action button. When the door comes up, stand on it. Turn right. Jump to a cave with a large medikit and Uzi rounds (**secret** one). Pull the switch, then go back. Follow it round. Drop down and save.



Go through the door. Slide down. Jump over the lava. Push the crate under the opening in the next room. Climb up and jump. Save your game and go up to a lava pit. Jump to the right hand slope. Wait for the boulder. Jump to the other side. Go up. Take the clips. Go back to the room where you placed the crate. Climb over. Draw your guns and kill the skater. Get the Uzis. Go to the pool in the northeast.



Turn left and jump along the pillars, then do a running jump to the cliff opening. Push the crate in quickly, then pull it to the right. Go up through the new gap and take the medikit and clips. Go round for some more medikits, ammo and some shotgun shells. Go back to the lava. Drop down.



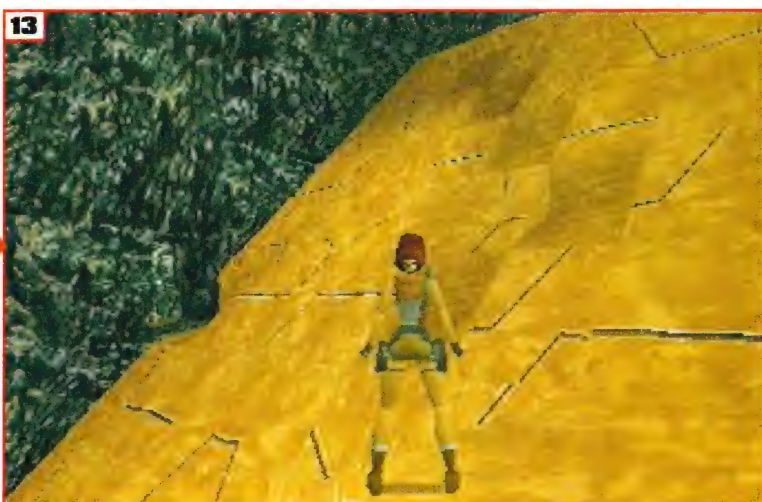
Go back past the drilling machine. Draw your pistols. Shoot the Magnum guy from the opening. Take the Magnums. Go to the edge over the lava. Face the switch, run and jump. Hold the action button. Grab a crevice. Shimmy right. Drop. Follow the passage. Go left. Jump to the middle ledge.



Dive in and swim through a gate to get the medikits and Uzi clips (**secret** three). Go onwards: climb up. Leave through the left exit. Save. Climb to the next room. Running jump to the nearest pillar, then right, then to the middle one, then to the left one. Jump round the ledges and columns to the hole in the roof. Push the block forward twice.



Go into the next room and turn right. Climb up. Push the block forward twice. Go out to gold door one. Nip down and pull the block out. Go to the room with the first block. Push it. Run to a passage with a save, a switch and gold door two. Pull the switch. Go to gold door one. Go through and down, push the block. Go into the hallway, pull the switch.

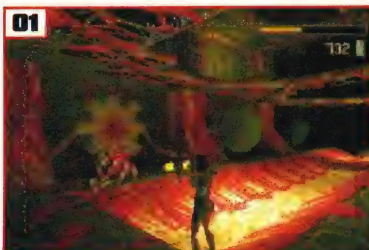


Go to gold door two and walk through. Uzi the guy. Jump onto the pyramid entrance, then look left. Jump up the pyramid, using the dark squares. At the top, jump left, slide down. Pull the switch. Go to the door which opens, get a medikit and the Pyramid key.



# Instant Expert

## ATLANTIS



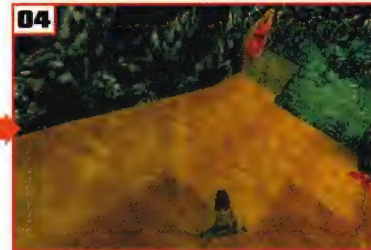
Walk forward. Take the Uzi clips. Draw your Uzis. Kill the demon in the next room. Run to the end, killing any demons that appear. Turn left and go up the stairs. Pick up the shells on the bridge. Run north and pull the north-eastern switch. Grab the medikit. Go down the west side, shooting demons.



Go through the door and pull the switch. Kill the demon bat thing, then turn around, drop and grab the ledge you're on. Drop and grab again to a platform just above the lava. Take the Uzi and Magnum clips and a large medikit (**secret one**). Climb up to the ledge's other side.



Go to the end of the web bridge. Turn right. Jump and grab at the lowest part of the crevice. Release and grab onto the ledge below. Pull the switch. Take the Magnum clips. Drop to the bridge, run, jump and grab onto the ledge across the lava. Climb up and let the demon bat have it.



Dive. Climb up near the door. Climb the column. Jump onto the nearest of the dark wedges on the sloped wall, then standing jump to the next. Jump right and slide down. Zigzag up to an opening where you'll find a Magnum, Uzi clips and a large medikit (**secret two**). Back outside, slide down.



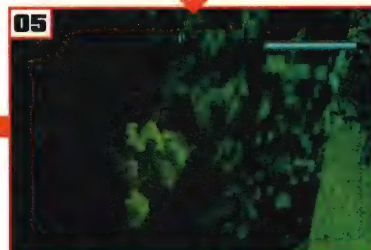
Take the clips. Pull the block to the wall. Push it to the boulder. Go back. Come through again. Go through. Draw your guns and bag the bat in the shaft. Jump to the platform. Keep going and kill the demons. Go back. Save. Go back to the last room. Slide and jump to a red ledge, then climb to get some ammo.



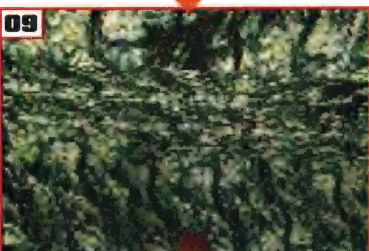
Surface. Swim forward. Climb out, turn right. Pull the switch in this corner. Come out. Turn left. Skip the next alcove. Pull the switch in the next one. Go to the other side. Pull the switch to the left of the exit. Save. Swim through the tunnel. Go up the left ramp. Turn right at the junction and pull the switch.



Jump back to the room you came from. Vault across the path and save. Climb over the steps and take a dive. Grab the shells. Pull the lever, swim up and go through the passage to the shaft. Dodge the blades, kill the demon bat and get the clips. Running jump to the next ledge. Take the Uzi clips and dive in.



Dive in the water and pull the switch. Quickly swim to the columns. Climb up and leap along the ledges to the door. Go through. Drop down, then climb the path. Pull the switch and go through the door. Run and jump along the ledges on the other side. Take the medikit. Take the Magnum clips. Pull the lever.



Shoot the demon bat thing. Pick up the Uzi clips and jump to the black ledge by the door, then to the smaller one. Shoot the next demon bat and nip up the tunnel. Grabbing the clips, run and jump across the central path to the flat edge of the short path. Drop from the other edge to the red rock. Climb up and turn right. Pull the switch, run to the block, turn right and pull out. Go into the passage, past the blades. Shoot the demons. Jump across the cave. Climb to the ledge. Take the medikit and Uzi clip. Follow the ledge. Kill the demon bat.



Jump across. Save. Jump to the near pillar. Go down the corridor. Pull the switch. Jump across the columns to the opening in the wall. Pull the switch, jump across to the opening in the far wall. Run across the bottom of the tunnel to the dark patch - a pressure plate - then run up the tunnel. Shoot the demon gits.



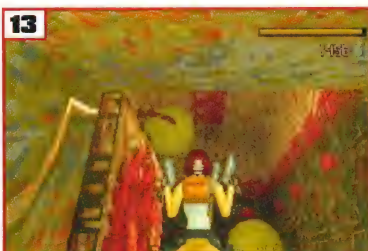
Go into the right-hand alcove, take the medikit and Uzi clips. Run upwards, then turn left and jump up. Walk forward to the highest ledge in the shaft. Turn right and jump. Get the two Uzi clips and go through for more. Kill the centaur. Run up the ramp. Avoid the dart traps. Before you reach the blades, jump right to avoid the boulder. Keep on going.



Turn left as you enter. Push the block forward twice. Go behind it and pull the switch on the right, then immediately jump back. Lower yourself down, then step backwards to the edge of the lava pit. Jump backwards then immediately forwards to avoid the boulder. Jump back over the lava pit. Climb the hill and tug on the switch.



Shoot the demon bat thing. Pick up the Uzi clips and jump to the black ledge by the door, then to the smaller one. Shoot the next demon bat and nip up the tunnel. Grabbing the clips, run and jump across the central path to the flat edge of the short path. Drop from the other edge to the red rock. Climb up and turn right. Pull the switch, run to the block, turn right and pull out. Go into the passage, past the blades. Shoot the demons. Jump across the cave. Climb to the ledge. Take the medikit and Uzi clip. Follow the ledge. Kill the demon bat.



Go up. Drop down behind another gate and nip back round. Go through the door. Take the clips. Guns drawn, head for the globe. Shoot the centaur. Go to the switch: head round the outside of the room. Save. Slide down and kill the demons. Holster your guns: to kill the demon jump up the black rocks.



Go to the platform with the door. Pull the switch to open the trapdoor, then roll and quickly jump up to the nearby sandy rocks (a mirror image of the black rocks on the other side). Jump to the sandy platform and run over the middle. Your mirror image should fall. Go back to the dark platform. Go through.



Take the Uzi clips and blast the centaur. Keep going and kill the panther demon. Go left to get more Uzi clips. Come back to the entrance, go round the other side and pull the switch. Run to the first switch. Yank it. Go back to the entrance, cross the bridge and leave through the door. Take the clips. Retrieve the Scion.



## THE GREAT PYRAMID



**01** Shotgun the big skinless alien bast. Quickly switch to Uzis. Keep running and jumping. Once it's dead, go into the tunnel. Slide down. Push the second block you come to three times. Go up the tunnel. Push the first block from the other side and run back 'round to where you started.



**02** Go back round, climb the first block and jump across. Save. Run past the crumbling tile and through the blades. Go left, then turn right at the junction. Pull the block once. Turn, climb back into the tunnel. Turn left and go down. Push the block once. Go back round and stand on the block. Pull the switch.



**03** Turn round and go through the door. Turn right and use standing jumps to get across four steps of the lava pit walls. Look back at the entrance. Jump back to the bridge. Cross it quickly to find shotgun shells, Magnum clips and a medikit (**secret** one). Pull the switch. Go back to the far end. Exit.



**04** Walk backwards up the slope. When the boulder comes, run and duck round the corner. Go up to the other boulder slope and do the same again. Keep going up and step on the broken tile, quickly jumping back. Lower yourself into the Scion's chamber. Keep blasting the Scion till it blows up.



**08** Jump and grab the crevice in the black wall and shimmy right. Drop down, turn right and stand at the edge of the tiles. Duck behind the blade. Dodge the rocks. Run down. Duck right to avoid a boulder. Turn round and jump it. Take the medikit.



**07** Turn right. Now jump all the way across and grab the crevice over on the red wall. Shimmy right and drop off to get the Uzi clips and life-saving medikits. Jump to the nearest sloping column below. Hold jump to flip to a ledge. Save yer game, Lara.



**06** Drop down and jump to flip over to a safe ledge by the exit. Go through. Walk to the right. A boulder rolls down the left. Walk to the blade. and, timing it right, jump past. Walk round the corner. Run up the ramp, leap to the middle of the bridge and jump again to reach the exit.



**05** Save your game. Go through, guns drawn. Halfway across the room, shoot the panther demons on the left and right, and in the cave ahead. Drop down to the dark rocks. Lower yourself through the hole at the end. Face the red wall then jump and grab the crevice. Shimmy right, avoiding the dart traps.



**09** Slide when the blade's in mid-swing. When the edge approaches, jump to avoid the boulder that was following you down. Turn left. Run and jump quickly through the next room. Pull the switch. Exit. Turn right up the tunnel to get Uzi clips. Run back. Keep running to the edge of the lava pit. Do a standing jump to the edge of the next pit. Wait for the boulder to pass, then keep going.



**10** Standing jump across the fire columns. If you catch fire, dive in the water. Run ahead. Jump through the blade, jump off the cracked tile onto a ledge to get Uzi clips and a medikit. Jump back and fall down into the tunnel.



**11** Climb out. Take the Uzi clips. Save. Step outside. Shoot Natla till she drops, then shoot her some more. In the west wall is a tunnel with Uzi clips. Head for the black rocks to the east. Jump over them to a tunnel that goes upwards. At the top, run and jump to a pillar. Turn left, run and jump to two more pillars.



**12** Enter another tunnel. Follow it. Drop through to another pillar, then leap across the next three pillars. Jump and grab to get to a tunnel which leads to another hole. Drop to the last pillar, face the red ledge, then run/jump across. Climb up, slide down and that's it, you've finished the game! Now start again, with all weapons and infinite ammo!







Written by Nick White and Paul Glancey Designed by Jo Woodford and Gordon Barrick Published by PlayStation  
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# Q&A

Got a problem? Get advice

We've got stacks of hints, tips and moves. If you've got a problem, chances are we've got the solutions: so write in with the free envelope on page 96

## FINAL FANTASY VII

Are there any cheats for Final Fantasy VII?

Calvin Hughes

**plus** Nope, there ain't any cheats for Final Fantasy VII so far as we know. Just keep at it.

## SENSIBLE SOCCER 2000

Could you tell me when Sensible Soccer 2000 will be released? And will it include a management option? Also is Championship Manager being released for the PlayStation soon?

Ian Corker

**plus** Sensible Soccer 2000'll probably show its face round about Easter time. Championship Manager's as yet unconfirmed for the PlayStation, but a release in the first half of next year looks possible. Stay hopeful.

## NHL 97

Are there any cheats for NHL 97?

Dave Berry

**plus** There sure are. Try tapping in **L1 L2 L1 R1** during any face off,

followed by one of the buttons below. If you get it right, it'll say 'entered' on screen.

Speeded up gameplay: **X**

Increased penalties: **L1**

Shots have more accuracy: **L2**

And here's a cheat we really like: to get more fights during the game, tap in

**L1 L2 L2 R1** while the puck is in the air during a face off.

## SPECIAL OPS

I've heard about Special Ops, and I know it's coming out in January, but is it any good, and can you use a gun instead of a joystick?

Sean Bridger

**plus** Special Ops has been delayed, and it'll be out February at the earliest. You can't use a gun with it, no. And it does look good.

## STEERING WHEEL

What is the difference between a Top Gear Pro Steering Wheel and a Logic 3. Which is the best steering wheel to buy?

Wesley Cheetham

**plus** Actually, both of 'em are made by Logic 3, and they're both top-notch. The Top Gear Pro has a few dinky add-ons and a great selection of flashing lights on it. Wicked. But it's £20 more, £89.99. Ouch. For your dosh you get an LCD display showing configuration of keys and stuff. It's also got cruise control so you can set the wheel to accelerate automatically. And it's got a bar graph which flashes on and off showing how much you're pressing the accelerator. Of course, the bar graph is almost completely useless, since you'll be looking at the screen all the time. But what the hell. We like flashing red lights. Can't get enough of 'em.

## MORTAL KOMBAT TRILOGY

I've just got Mortal Kombat Trilogy: can you please tell me the finishing moves for it?

Lee Webster

**plus** You know the '?' sitting there in the options menu? Ever wondered what it's for? Well, it takes you to another menu, where you can turn on a variety of cheat-type stuff. You get options for one-button fatalities, the chance to do Aggressor moves instantly, a health bar that regenerates as you fight, and heaps of other useful stuff. To get to the '?', just hold down **L1 L2 R1** and **R2** and up on the Options menu. You'll hear a bang and then you'll go to the secret menu. Wicked. Once you're tooled-up with a few cheats, you can do fatalities with the low-kick and high-kick buttons. You can also do the turning-'em-into-a-baby bit by using low punch. High punch'll get you the Brutality moves. Holding **R2** and **L2** 'll let you turn 'em into animals, and holding **L1** and

## Platinum Players

### Ridge Racer Revolution

Do you have any hints or tips for Ridge Racer Revolution?

Chris Bankier and Stephen Hogan

**plus** Yup, we do indeed, but these might only work with the Japanese or American games. If you've got a Brit version, we can't promise anything. If it does work, give us a shout. To take your pick from all the cars in the game, you need a perfect score of 40 on the Galaga game on the loading screen. Ouch. Bit hard, that. But if you can't be arsed with that, hold **L1 R1** **△ SEL** and **↓** on the loading screen to get a laser that'll kill all the aliens. A bit easier to pick up that perfect score. The only slight problem is that all the cars are miniaturised with huge wheels if

you've used the laser. But never mind. It all looks quite funny.

If you fancy racing round the tracks backwards, here's how: just drive a tiny bit off the starting block and turn round. You should see a wall behind you: drive into it at top speed. It's a bit tricky, but if you get it right, you should restart the game with everything backwards.

There's secret cars in there too, but they really are bloody hard to get hold of. You've got to take first on every track, then go back to race 'em in Time Trial mode. Once you've beaten the track, you'll get access to the secret car for that track. There's a Devil Car, Kid Car and White Angel in there to find. We wish you luck. Sent in by Mike Woodford. Cheers.



**R1** should do the friendship moves. So much easier than the finger-twisting way honest people have to do finishing moves...

## FORMULA KARTS

Are there any cheats for Formula Karts?

Tony Budd

**plus** There sure are. Try changing your name to WOODSTOCK and you can race on the bonus track, which, weirdly enough, is set on the moon. CHIPPIE should get you a faster car to play with. That suit you, Sir?

## RE-LOADED

Got any cheats for Re-Loaded?

Craig Cameron

**plus** Indeed we have. You've gotta punch in these while the game is paused. For extra ammo, hold **L1** and **L2** for 10 seconds. With those held, press **△ ◀ ◀ ◀ ◀ △ ↓**. Once you've done that, you can get more ammo by pausing the game and selecting the ammo option. Alternatively, do the same first bit, but instead press **↓ ↓ ◀ △ ↓ ↓**. You'll get a health option when you pause. For a weapon power-up, hit **◀ ◀ X ◀** after doing the **L1** and **L2** for ten seconds bit. If you do the **L1** and **L2** bit, then press **◀ △ X ◀ △ ↓**, you'll skip a level. Handy, yes?

To get the secret character, Fwank, you highlight Mamma and press **L1 ◀ R1 ↓ R1 ◀ L1 L1**. A red balloon will appear over Sister Maggie, and you'll be able to select Fwank. Excellent.

## THEME PARK

Why don't any shops sell Theme Park any more, and where can I get a copy?

Steven Sherwood

**plus** Yup, Theme Park has been pulled off the shelves for a while. The reason? Something to do with the price, so it might be cheaper when it returns very soon.

## Primal Rage

### Take the dinos bowling

I know it's an old game, but have you got any cheats for Primal Rage?

Christopher J Spencer

**plus** How's about the chance to access Primal Rage's unique Bowling level, where you chuck a rolled-up dinosaur at a selection of human pins? From the character select screen, go to two-player arcade, and make sure both players select Armadon as their fighter. Face each other and use the Spinning Death move - holding High Quick and Low Fierce while moving the Dpad across away, towards and down. Do this three times. The action should come to a halt and the word Bowling should appear at the top of the screen. If it doesn't, do the Spinning Death move three more times. Once the Spinning Death biz has worked, time for some spinning death, as you use the buttons to direct a rolling Armadon at groups of terrified humans. Strike!



## TOCA Touring Car

### Extra cars and stuff...

Are there any cheats for TOCA Touring Car Championships?

Kevin Steel and Michael Howitt

**plus** Indeed there are, Kevin my son. Try these out: tap in CMGARAGE as the driver's name to get a sackload of extra cars or CMNOHITS for no collisions. If that don't suit ya, try these for some totally useless add-ons.

Type CMCHUN for a go-kart view. Or CMSTARS for a starry sky background. Fancy a cartoon horizon? Try CMT00N. For an overhead perspective go for CMMICRO. And have a guess what CMRAINUP does. Yup, it makes it rain upwards. And lastly, check out CMDISCO, which'll make the fog go all disco-light coloured. Tasty.

















## Fighting Force

### Invincibility

Are there any cheats for Fighting Force? I have completed it 43 times, and need something to liven it up.

Andrew Pyper

**plus** You've completed it 43 times? You shouldn't be getting in touch with us - social workers would probably be able to help you better.

Anyway, here's some cheats, but to be honest, we reckon you'd need more than a couple of cheats to liven up Fighting Force. Try these out: for invincibility and level select hold **△** **○** **□** **X** until 'Cheat Mode' appears at the bottom of the screen. Quickly choose **OPTIONS** and you can get invincibility or start on any level.



PLC, a Police Car, finish Seaside without doing any damage. And if you manage Paris without any damage, you'll get a tank. Mmm. Tanks. Densely-populated built-up areas. A recipe for success.

And finally, the remote control car. All you have to do is smash through the Paris stage's shopping centre. By the cash registers is a little box: the car's in it. Just drive straight over it. Wasn't that simple?

## SYNDICATE WARS

Can you give me some help with the Bahrain mission in the Church of the New Epoch missions on Syndicate Wars? I always get killed when I get to the bridge.

Jonathan Holmes

**plus** Y'know the bit where you start? Know how the road next to the station is a dead tempting, a route straight to the Syndicate agents you have to ice and all? Well, ignore that for starters and head south. You'll find a few of yer Zealot mates guarding a tank. Once you've got the tank it's time to head for the bridge.

But the secret here is not to open up with the heavy ordnance till you're over the other side. Otherwise those tricky Syndicate fellas'll blow up the bridge when you're on it. Once you're over the other side, it's time to let rip. Keep on letting rip till they're all dead. Mission accomplished!

## MEMORY CARD TROUBLES

The day I bought my PlayStation, I bought your mag for the first time. After reading it, I decided to order next month's issue.

I was very disappointed with the memory card my dad got me, the 120 slot card. It was not able to save Cool Boarders because it uses 1-7 blocks. My dad was furious and took the card straight back. Now, before I go and buy a 360 slot card, will it do the same thing?

Ben Anders

**plus** Yes it will. Stay well back from any multiple slot cards. Some of them don't work with some games. All right?

## FINAL FANTASY VII

Where's the full blown sex-scenes you talked about in the October issue of PlayStation Plus, in the Final Fantasy 7 preview?

Chris Jones

**plus** There were all sorts of rumours floating around about hardcore sex scenes in Final Fantasy VII. There's some sexy bits in there: you get some full-on transvestite action with Cloud in a clingy dress. You get Cloud and the gang heading on into a brothel. And although you never get to see Cloud dip his wick with Tifa, he's sure as hell thinking about it. OK 'Deep Throat 5' it ain't, but whaddya expect from an RPG? You can power down that boner now. It ain't gonna happen.

## ACTUA SOCCER 2

I have recently bought Actua Soccer 2. Could you give me any tips on how to beat the goalkeepers? I can only blast it past 'em, and the chip is useless.

PS Great mag.

Greg Cochran

**plus** To be a real footie wizard on Actua Soccer 2, you've gotta practice, so that should be your first step. Hour after finger-torturing hour, that's the secret. But here's some tips to refine your goal-scoring technique. If you're playing it on a hard level, the swerve you put on the ball's the secret to getting it into the net. Really hard swerves'll get it past the keeper.

But if you ain't playing on a hard level, you should try hammering your lads down the wing and crossing for either a header or first touch kick at goal. This'll fox the goalie, as long as you ain't playing against some goal god like Schmeichel. If you are up against Schmeichel, just keep practising. Some day you'll succeed. Maybe...

And while we're on the subject, check this out: if you choose Italian on the language options menu, you'll get the chance to play with the Italian league teams.

## MASCOT

When is the PlayStation going to get a mascot?

Sean Gantly

**plus** By mascot, you mean like, er, Mario or Sonic the Hedgehog? Errrm, we weren't aware of any plans for a mascot. Sorry, Sean, old boy. No keyrings, no cuddly toys. Life's a bitch sometimes, ain't it?

## Silly question

Duh brain...

Does the Sony multitap work with Tomb Raider 2 on the PlayStation?

Mr Nicholas Leacock

**plus** Ah, Mr Leacock, you must be a regular old sly fox. You thought you could maybe get yourself four Laras at the same time? Nice try, but you're clean outta luck this time. Maybe try out our Tomb Raider 2 cheats instead. So much simpler.



## SUIKODEN

Are there any cheats for Suikoden, so you can have a few runes when you start the game?

Andy Lau

**plus** Role playing games are just about the least cheated-up games for the PlayStation. There ain't no cheats for Suikoden, sad to say. You'll just have to just struggle on honestly. Yeah, I know, honesty sucks, but...

## THEME HOSPITAL

I don't know whether to get Theme Hospital or Constructor? Can you give me some help, please? Also, what happened about Grand Theft Auto being banned? If it has, why?

Jamie Atkins

**plus** Theme Hospital, no doubt about it. Any game featuring illnesses called Bloaty Head and The Squits is a winner in our book. Grand Theft Auto, fortunately, hasn't been banned. If it had been, it would have been 'cos it stars a cop-killing professional criminal who delivers drugs and blows up entire police stations for fun. But we can still buy it! Wicked!

## BOXING

Can you tell if there are any boxing games available for the PlayStation?

Craig Muir

**plus** Yup: try Victory Boxing. But it's a bit shit.

## ABE'S MOUTH

Me and my mate are having a little argument as to whether the things over Abe's mouth are teeth or

stitches. Please settle this for us.

Tom Baker

**plus** The things over Abe's mouth are stitches. Him and his Mudokon mates get their mouths stitched up to prevent rebellious chatter. That's why they've got so good at communicating with whistles and farts, see? We hope this ends the conflict between you and your chum.

## Abe's Oddysee

### We want yer dosh

I've been playing it for hours, but I can't find any secret bits hardly anywhere. I just feel like giving up: can you help?

Craig Cleghorn

**plus** How about trying out our guide to Abe's Oddysee, which was in issue 27, December 1997 of this magazine. It's stuffed full of secret bits, and at the low, low price of £2.50, how can you refuse? Simply call 01858 435 530 and they'll sort you out with one of these uniquely desirable items. Christ, we should have been salesmen...



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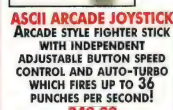
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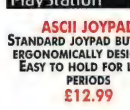
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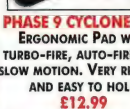
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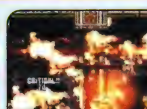


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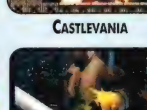
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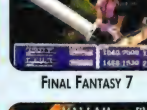
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BUGRIDERS	28TH JANUARY
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K-1 THE ARENA FIGHTERS	MID JANUARY
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MACE	29TH JANUARY
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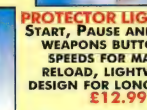
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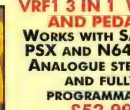
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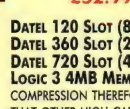
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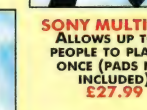
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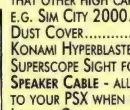
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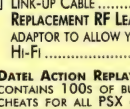
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## BLOODY ROAR

A zoo-load of freaky mutant beasts ruthlessly maul each other in a top-class beat 'em up. Finally we have a fighter that tries something new and succeeds.

### Animal crackers

All the fighters in Bloody Roar have beast blood rushing through their veins, giving them the ability to change into weird creatures when they're a bit pissed off.

While in their normal state every successful punch or kick builds a bar at the top of the character's screen. The more the bar's filled the longer they stay in beast form. Needless to say, shape-shifting makes 'em harder, and gives them killer moves.



1 Land a variety of attacks... 2 To open up the game's beast mode 3 Keep going to build up ya beast bar 4 And when the time's right transform to really put the boot in 5 Take too many hits and you're back to human form, though

**W**e're all bored of waiting for Tekken's third coming, even if it is going to walk on water. We need a saviour right now. So get down on ya knees and pray to a new God of fighting: Bloody Roar. It's got a crap name, but then Jesus sounds pretty daft if you think about it.



### What we like

#### Manic peak reacher

In one-player mode Bloody Roar is flippin' manic. No time to stop and think in this game, you gotta land the sucka one before you're on your arse. Even in two-player, where you should get to control the pace a bit more, scraps are frantic. The urge to go ballistic is overpowering.



1 With moves like these 2 It's easy to get carried away 3 Go mad and get a whiteout

### Basic attacks

Bone-splintering punches; mule-strength kicks; brain-shaking headbutts; body-crushing slams and throws: all the essential violence is here. In fact, the makers reckon every fighter has more than 200 techniques. Gasp. Characters can also dodge and guard high, mid and low blows. The ability to block mid-air is a new one on us but, hey, we like it.

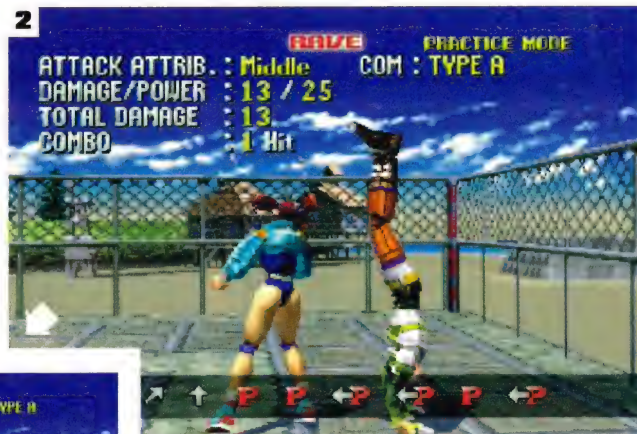


1 Punches have weight behind them 2 Kicks are Bruce Lee quality 3 Headbutts are devastating



## Combos and specials

Randomly pressing lots of buttons and winning is crap. On the other hand nobody likes spending a week learning a sequence. Bloody Roar has found the middle ground. Its combinations and specials are easy but timing attacks takes patience and skill, especially if you're aiming for ten-hit strings.



1 Practice mode gives you a chance to experiment. How about a somersault... 2 To headstand... 3 To elbow strike. Or try combinations like... 4 Crouch low with a double tap 5 Hit  $\Delta$  and do a cool dragon punch... 6 Which smacks your opponent way into the air. Ouch 7 As the dummy falls there's time for two mid-air kicks... 8 Before hitting  $\odot$  several times for a hardcore rave attack... 9 That goes on and on. And your enemy's in a world of pain 10 Next, a giant leap... 11 Followed by a stomping attack to finish off an awesome six-hit pounding

## Gore factor

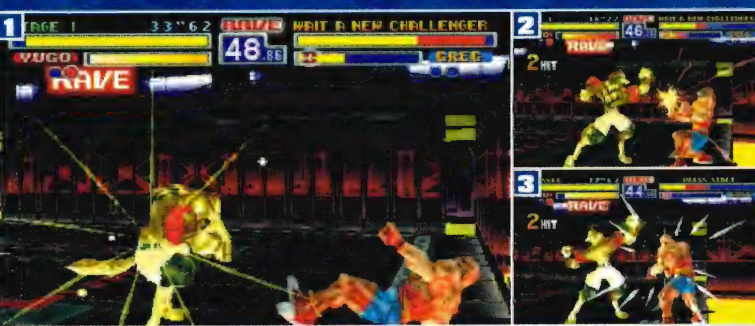
Switch on 'blood mode' if you want to get the most from Bloody Roar. Watching a man-lion bite chunks from someone's neck is fun, but you need gore to get the full effect. Unsavoury and in bad taste, which gets a thumbs up from us.



1 Bloody Roar in tame mode 2 Now with the blood switched on 3 Puddles of goo. Someone's gonna have to clear that up

## Rave on

Bloody Roar's rave feature charges you £20 to see a DJ who doesn't turn up. Nah, not really. Actually, it's an extra option for those of you who just don't feel brutal enough in beast form. By going 'rave' while you're beastied you get to go completely bonkers and mash yer enemy. There's a downside, though: you end up in normal state in no time.

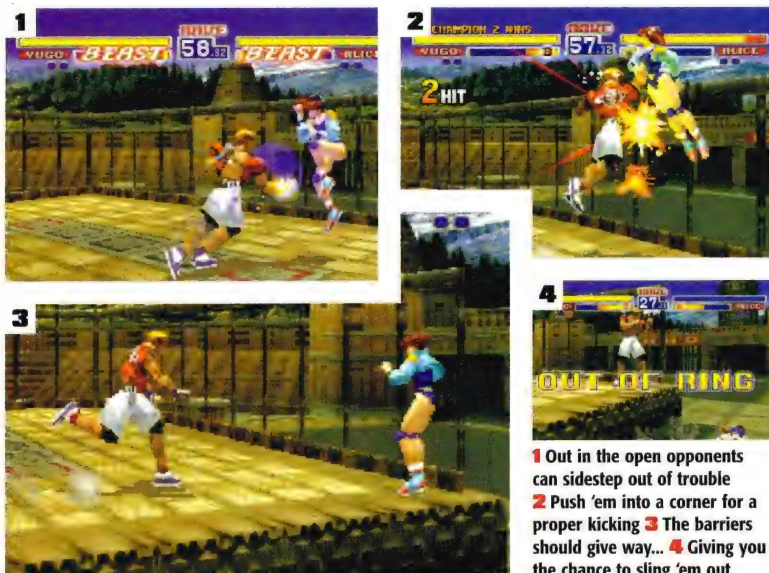


1 When you're beastied up you can go rave 2 The beast bar decreases 3 But rave gives you power!



## Fence bustin'

Arenas are boxed in by fences or walls. Slamming opponents into these shakes up their internal organs and stops 'em running away from your onslaught. Do this often enough and the boundaries will collapse, giving you the chance to chuck rivals right out of the ring.



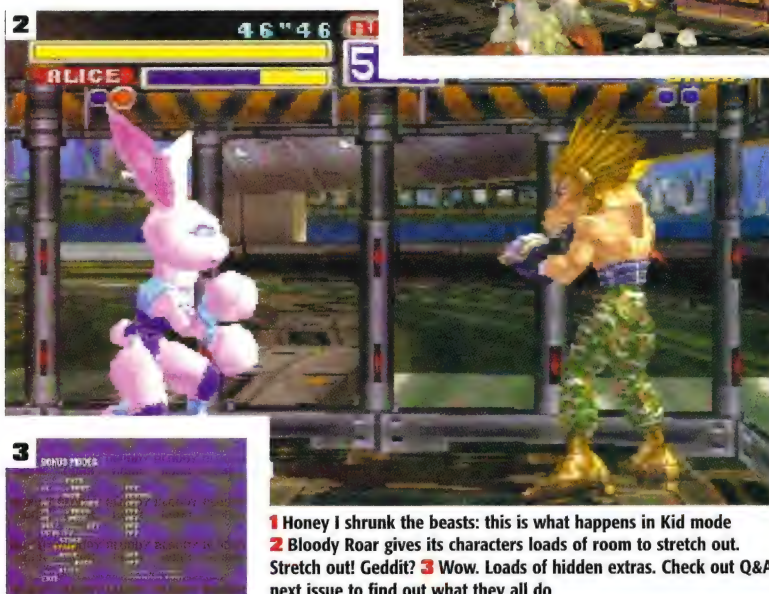
**plus**

### We'd like to say...

Beat 'em up purists might turn up their noses at Bloody Roar. Its moves just won't be complicated enough for some. Sure, it doesn't require as much skill as, say, Street Fighter, but not all of us are rubber-fingered contortionists with too much time on our hands. So there.

## Kids and big heads

Fighting game fans will know how important it is to scrap using mutant characters. Bloody Roar caters for freak fascination with kid and big-head modes. There's other secrets too, but that's all we're saying for. Go buy the game to find out for yourself.



**Winner**

Mental combat, phwoar! Bloody Roar is fast, sexy and accurate. Above all, it's got some neat twists on an old theme. Very cool indeed. Jon

**PlayStation**  
**RATED 93%**

■ OUT NOW ■ BY INTERPLAY ■ COSTS £44.99 ■ PLAYERS 1-2

■ COMPATIBILITIES JOYPAD, MEMORY CARD, NEGCON, STEERING WHEEL, LINK CABLE

# ROCK 'N' ROLL RACING 2: RED ASPHALT

That smell of petrol and hot rubber. Mingling with the stench of burning flesh...

You're a racing driver. You stumble across tracks filled with psychotic sci-fi drivers; missile launchers; plasma guns... Oh dear, looks like your car insurance is about to hit the roof.

## What we like

### Blam! Blam! Kapow!

Sweet, sweet violence. We just can't get enough. Why stick to wrestling with a sweaty steering wheel as you careen round a twisty racetrack, when you could be loosing off heavy weaponry at the same time? No more sitting waiting for other drivers to crash and burn. Just give 'em a helping hand...



## Getting on

But hey, this ain't just mindless killing, y'know. It's mindless killing with a career path. While you race, you collect cash, experience points and chaos points. You can spend experience points to make your character better, and moolah will buy you better cars and bigger guns.

And once you've collected enough chaos points you can move on to a new world and six more tracks. Nice...





## Guns and glory

There's loads of different motors to choose from, and they all have their own special offensive and defensive weapons.

Yup, weapons are the biz here and having lots of different ways to hurt people around you is the name of the game. Luckily there's tons of tasty guns stuffed under the bonnet of your vehicle...



■ Plasma gun: tasty, tasty, very very tasty



■ Now that's serious firepower



■ Green plasma gun: tasty, but not that dissimilar to your average plasma gun



■ Rear flamer: ideal for when you're getting it hard up the tradesman's



■ Machine gun: not much cop when you're up against the big boys

## What we don't like

### Oh deary dear

It ain't all good news. On your way to being a sharp-shooting Schumacher you'll find all's not well with yer motor. Although it's fast, random spins tend to happen too damn often. And as we're on the subject, the tracking mechanism for your guns is a bit shit too. And we don't like the range of the backwards-firing guns neither. Or the commentary. So put that in your pipe and smoke it.



■ Doh! Why'd I miss? That's no fair!



■ 'Bullets flying and widows crying!' Shut it!



■ Gratuitous and shooptoid skid. Oh dear

■ We don't like these nitros one little bit



## Bosses

Videogame logic tells us if you've got weapons to hand, there's got to be some big bad bastard nearby to soak up your gunfire. Let's check. Yep, sure 'nuff, every track has a big baddy who's damn slick at spreading blood on the tracks. Almost too slick, 'cos the bad lads just tend to mean instant death the second they show up. Yeah we want a challenge, but come on...



■ This here is the Bone Daddy. Groovy name



■ ...and he's one tough bastard. Ouch!



1 Why does the big bad fella have to drive such a horrible coloured car? 2 OK, OK. We won't insult your paintwork again. Sir 3 Now it's pain time, you filthy bastardo



plus

### We'd like to say...

Cars and murder normally mix as smoothly as beer and fags. But sadly Red Asphalt's not really the biz. The game's not offensively bad, but when you've got two ingredients like racing and sci-fi shooting to mix into the cocktail, you expect to feel the excitement dripping down your trouser-leg. And here it just ain't...

## Need for speed?

Red Asphalt's a regular old Speedy Gonzalez, but at times this ends up really grinding your nads. Why? Simply 'cos there you are, racing along and trying to get the weird purple targeting system to lock on to someone. At last you do it and you're thinking 'Bullseye!' when suddenly they're off haring round the next bend. Bollocks!



■ Locking on... locking on... just stay where you are one... more... second...



■ Aaaaargh! Shit! Bastard! He's off round the corner. Next time, next time...

It's fast, but falls a few notches short of furious. Not bad looking but not brilliant. Not unplayable, but not 'grab you by the balls' neither. In other words: could try harder. Rob

**PlayStation**  
**RATED 68%**



■OUT FEBRUARY ■BY ACCLAIM ■COSTS £29.99 ■PLAYERS 1-2  
■COMPATIBILITIES JOYPAD, MEMORY CARD

## BUST-A-MOVE 3DX

Now with even more bubbles. But this puzzler ain't kind to your hands...

**Y**ou aims your bubble gun. You bursts bubbles by lining up groups of the same colour. Sound relaxing? Wrong! The Bust-a-Move games are horribly addictive and so stressful they'll send your blood pressure through the roof.

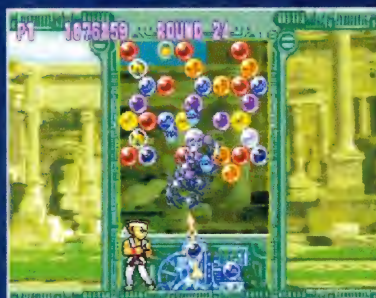
### What we don't like

#### Quick dosh? Never...

Cash-in alert! We can hear the sound of cash-registers ringing out a merry tune when we play this 'un. Errm, what exactly is the difference between this and Bust-a-Move 2? A couple of extra characters, a tiny bit more flexibility in the one-player game. Some weird bonus games. And £10 on the price tag. Oh.



■ Take that, you tiny bubbling vermin. I will outbubble you!



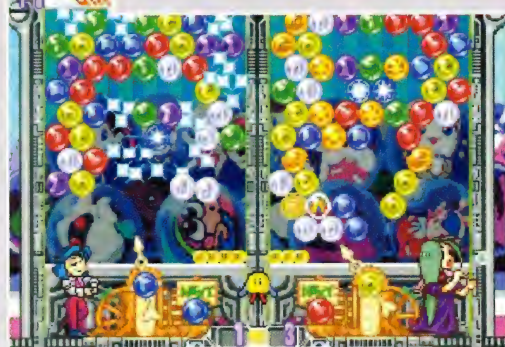
■ Ha ha ha! No one can stand up to my hail of coloured bubbles!

### Gameplay

You're a bloke/dinosaur/whatever with a bubble gun. You shoot different coloured bubbles, which stick onto the bubbles and blocks above you. If you get three or more same-coloured bubbles together, they burst. If they reach the bottom of the screen, you lose. If you burst 'em all, you win. And in two-player, when you burst bubbles, they drop onto your opponent's screen.



1 I am the BubbleMaster... 2 Eat my bubbles, you vermin 3 Pop! Pop! Pop! Bubble-bursting action 4 Room for one more bubble, d'you think? I reckon so...



This is a scorcher, but apart from a few extra touches it's the same as Bust-a-Move 2 (which is Platinum remember). So is this worth an extra £10? Perhaps not. **Rob**

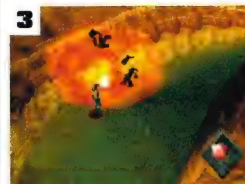
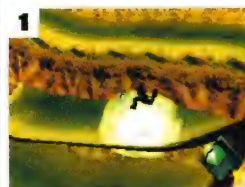
**PlayStation**  
**RATED 85%**

■OUT FEBRUARY ■BY ASC ■COSTS £44.99 ■PLAYERS 1  
■COMPATIBILITIES JOYPAD, MEMORY CARD, ANALOGUE PAD

## ONE

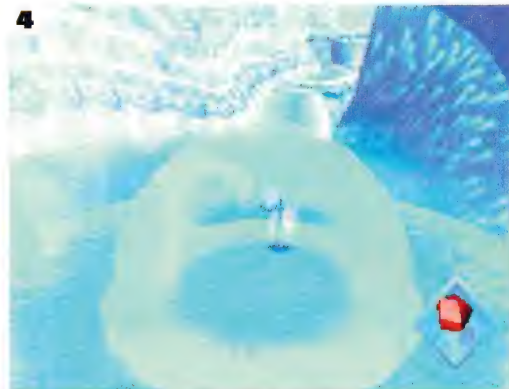
Someone saws off your hand and sticks a gun on. No more hand shandies. Better start murdering people instead...

**R**age makes normal people raise their voice or stamp their feet and break crockery. Sci-fi hero John Cain's a man driven by rage, but he don't stop with smashed plates. He's more of a people, robots and hardware kinda guy...



### Rage

John Cain's one angry sonofabitch. And he just gets angrier. The more people/bits of scenery he twats or lasers, the angrier he gets. And the more his goat is got, the more powerful his guns get. His laser's colour changes to show how lethal his guns are getting, and once it turns white, you can unleash an enormous blue explosion. Sorted.

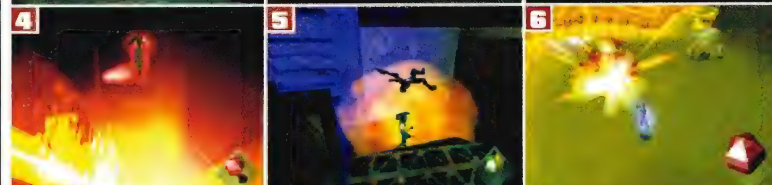


1 John Cain is still quite calm 2 Ooh, he's getting a bit marked now 3 That does it! He's a touch pissed off, he really is 4 Aaaargghhh! His blood's boiling: it's only a matter of time before he does something really very violent indeed. Feel better now, Mr Cain?

### What we like

#### Explosion city

Everything John Cain shoots or bashes will suddenly burst into an explosion three storeys high. Crates, barrels, walls: you name it. If there were pot plants in this game, they'd go off like small nuclear weapons. And what's an explosion if it doesn't look great? That's right, it's a fart. And there's not the hint of a parg in One: these are big bruising, eyebrow-singeing fireworks.



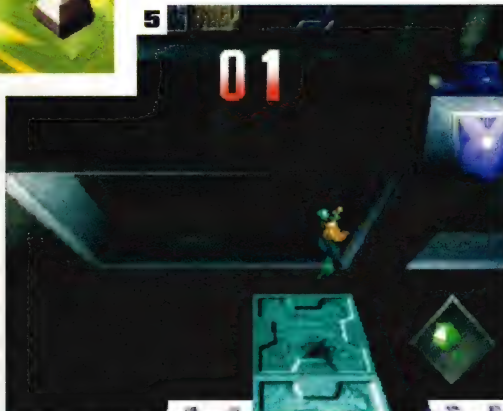
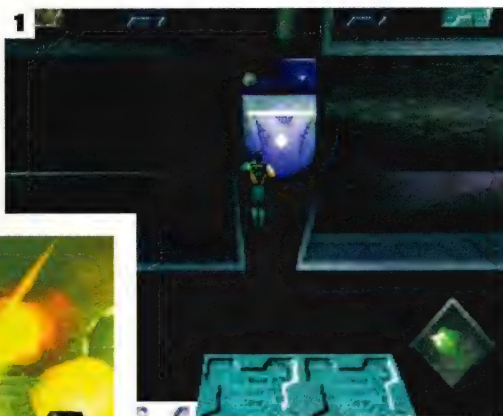
1 Check it out! And that's just the start of the game... 2 Ouch! Big blue explosion in the area! 3 Believe it or not, that's actually a box blowing up... 4 The little spacecrafts drop evil bombs atcha. Still looking good, too 5 Every time you pump a laser into one of the baddies, this happens. Cool 6 Now that's really quite a big explosion...



## Gameplay

You start this game doing an enormous rolling dive out of a huge explosion, and this really is a case of starting as you mean to go on.

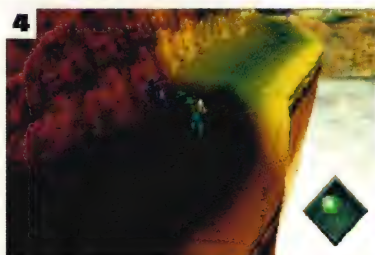
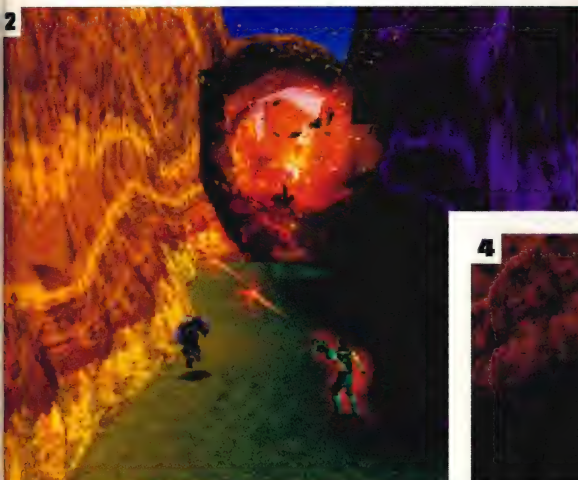
For the next five levels, you're going to get persecuted by robots, blokes with guns, spacecraft, helicopters and falling masonry. You'll have to keep running. And jumping over holes. And shooting. And punching. It's a hard life...



**1** Leap over that enormous gap! **2** Keep running - they're behind you! **3** Ouch! Ouch! Away from my feet with that laser! **4** Eat laser death, you robotic filth! **5** Try not to fall down the hole! Sheesh. This is all getting a bit stressful...

## Graphics

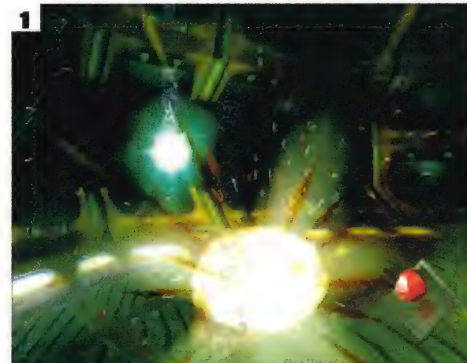
This is one tasty little morsel, graphics-wise. The explosions really are raw sex: every single one of One's mini-Hiroshima's set our nerve ends a-tinglin'. Gunfire's sexy as hell too: roasting people with the flamethrower so they stagger around blazing is dead good. Everything moves really nicely, and the close up kung-fu bits are tasty as they come. Sweet as a nut...



**1** John Cain flambeed! **2** Kung fu action. Our man's a bit of a Jackie Chan **3** Eat fist, pointy thing! **4** A mouthful of cyberfist suit you, sir? **5** Boom! **6** And, erm, boom again...

## Variety?

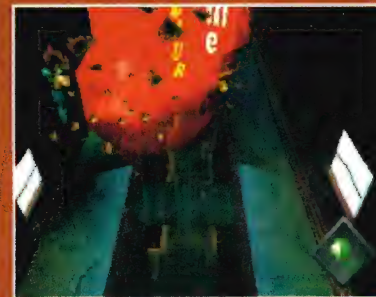
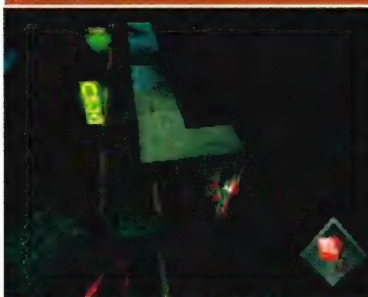
Although combat gets a touch stale after a while, there is a bit of variety here. For example, on the undersea levels, you get sucker things attaching themselves to the glass walls, and you have to jump and punch the wall or they'll bust it open and drown ya. They're way cool. But trying to see to them at the same time you're fighting off other things is a bit of a bind...



**1** Lay off the blasting, John boy, you got other troubles to hand **2** Eek! A luminous thing! **3** You gotta jump up and butt the window with your metal bits

## Tricks and traps

The camera angles in One are just a little bit weird, and it takes a bit of time to get used to jumping between platforms. Plus there's hardly any checkpoints on each level, so if you don't have the agility of a mountain goat, you'll find yourself going over the same bits again and again...



■ Can he make it? Oops, don't think so...

■ Bastard! Don't blow up the platform I'm on!



**1** Enormous gaps. Huge missiles. It's all a bit stressful. **2** And let's look at an explosion again...



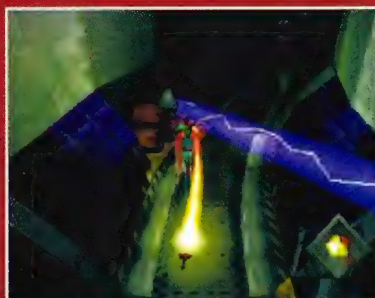
## What we don't like

### Boring battles

It has to be said the combat in One can get a bit dull. You'll pump John Cain into a state of rage so intense it would give normal people a brain embolism: at this point, you're so hard that none of your enemies can touch you. You then romp through the level, blasting explosive death left and right, and you're basically untouchable. Until you fall off a ledge...



■ John Cain's pumping it up towards a state of intense rage



■ Now he's bloody angry! Just try and touch me now, you pigs



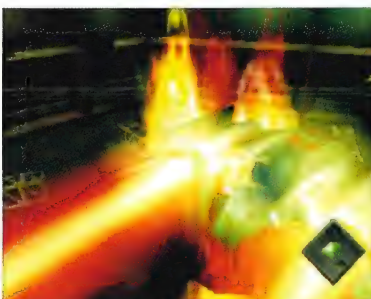
■ And see what happens when the baddies do try and hurt him? What silly baddies



■ The amount of laser fire Mr Cain's pumping here is just getting a bit silly, really

### Bosses

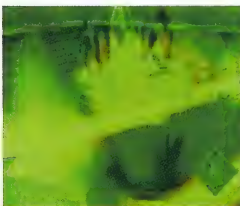
Bosses come in all shapes and sizes. Actually, no. They come in lotsa shapes, but only one size: absolutely bloody enormous. Usually, you can't kill 'em all by yourself, so you'll have to either use the classic strategic move of 'running away', or drop bits of the scenery on them to nail them...



■ Suddenly a bloody enormous spacecraft bursts through the floor. Yikes!



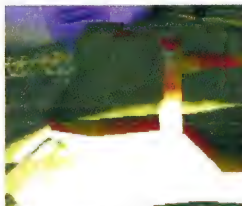
■ Ouch! Ouch! Don't laser me! You've got to jump up these platforms



■ Next you've gotta take a little ride up in the lift



■ And start shooting the yellow things holding up the roof



■ Until it falls on spaceship bloke. Good riddance...

Lookswise, this is sexy and it's fun to play. Hitches? Well, combat gets drab, the game's too short, and some of the platformy stuff is fiddly. Close, but no cigar. **Rob**

**PlayStation**  
**RATED 83%**

■ **OUT NOW** ■ **BY** JVC ■ **COSTS** £44.99 ■ **PLAYERS** 1-2  
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

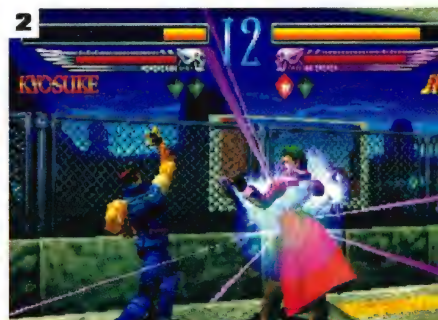
# YUSHA- HEAVEN'S GATE

It's the door-to-door salesman of fighting games: unwanted, frustrating and dull.

In a massive feast of beat 'em ups, what food would each game be? Well, Tekken 2 would be a sweet, creamy dessert. The Street Fighter games would be the meat 'n' two veg. And Heaven's Gate? That'd be the manky sprouts nobody ever eats.

### Gameplay

Let's get this over with. Yusha is dull. There's no originality and it plays like a dog. Doing combos is a pisser since the game doesn't give you a chance - whack 'em in the air, they hit the ground before you get a punch in. Pah! Fiddly and worthless...



## What we like

### Harvey wallbanger

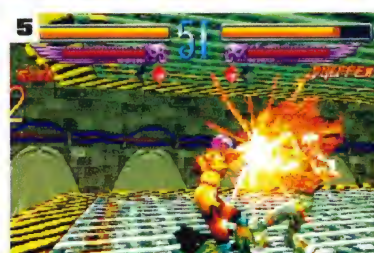
In an attempt to be original, Yusha has walls and ceilings in its arenas. It doesn't stop the game being crap mind, but it's a nice touch. Fling your opponent against the wall, and pummel 'em to hell. It's a fun way to relieve frustrations. As is smashing your mate up into the ceiling and watching him thud back to earth. Shame you can't start a combo, really.



■ Off the ceiling you go. Has to hurt



■ Smack 'em up against a wall



- 1 Two hits? You're lucky to get that, son
- 2 Replays show some good angles
- 3 Nice special move, but pretty tricky to do
- 4 Smack her in the air, but she'll fall before you can hit her again
- 5 Combos are too fiddly to be much use



## Your fighters tonight

A decent beat 'em up needs loadsa different characters. Heaven's Gate has a cruddy eight, with a secret Hulk-type fighter who pops up at random. And that's not many for your cash. It wouldn't be so bad if characters in the game were cool: they ain't. You'll have seen 'em all before: Kung fu, Ryu types, sexy chicks and a couple of weird, novelty fighters. Yawn.



■ Only eight fighters? I want my money back!



■ Jin... more like Ryu



■ This is Dulfier. Or, is it Voldo?



■ A Nau... what a blatant Dhalsim rip-off

## Graphics

The game may not look as good as Louise wrestling naked in jelly, but it's not that bad either. Fighters look a bit blocky, with Oxfam reject cossies. Even the end-game boss looks basic, which is a pisser when you've spent ages getting to him. Still, the backgrounds are nice in places, and some even move, which can be distracting rather than impressive.



1 Looking a bit rough there, deary. Big night last night was it? Have a bit too much to drink did we?  
2 Good lighting effects. Dull game 3 In the background, the waterfalls move 4 My, aren't we the height of fashion today 5 It's sad when the backgrounds are better than the game

plus

## We'd like to say...

Taking ideas from every other fighting game and lumping 'em together does not make a good beat 'em up. Even hardcore scrap lovers will be hard pressed to enjoy this. With dodgy gameplay and hardly any characters, there's nothing to drag you back time after time, so stick with the great fighting games. Like Tekken 2.

## Depeche modes

All the usual modes are on offer. Training mode is the place to practice special moves; time attack pits you against all the players in the game, and you try for the fastest time to beat 'em all. Tough guy mode is a stamina round where you fight as many enemies as you can on one energy bar. And, of course, smack the crap out of a mate in the two-player game. The modes may be different, but they're still the same game, so why bother?



■ Training mode: Take that, you cheap Dhalsim fraud!



■ Tough guy mode: Fight once and then get bored



■ Time attack: Too much like the normal game



■ You're a loser if you buy this, too

## Bust a move!

Each fighter has a variety of moves - about 20-odd all told. On top of those there's something called an SOL move. Smack your opponent a good 'un, and your SOL gauge increases. When it's full you get to unleash the power and do some major damage on the other player. It's nice, but bloody annoying when the computer does this to you, and it does. Lots.

► Eat my fist, bitch. Here's that famous SOL move in action. OK, so it's not that famous...



Ho hum, another failed fighter. Like Ginger Spice's boobs we've seen it all before and now we want something new and a bit tastier. Get your coat and geddout. Nick

PlayStation  
RATED 30%



■OUT FEBRUARY ■BY EMPIRE ■COSTS £24.99 ■PLAYERS 1-2  
■COMPATIBILITIES JOYPAD

## PRO PINBALL TIMESHOCK

Goodness gracious! Great balls of steel!

If you could build the perfect home it would obviously have a pinball table in it. You'd fit it in behind the fountain of lager, next to the cage with Kate Moss in it. Well, now you can have the next best thing, thanks to Pro Pinball Timeshock.

### What we like

#### Hey good looking

Mmmm. This is a real looker we got here. The table's lush, the balls look and roll like real balls: even the little sub-games on the screen at the top look lovely. Hell, if it wasn't for the fact you can't smell stale beer and tags while you play, you could be down the pub with a real one...



■ Ooh, sir! What pinball wizardry you display



■ You look gorgeous tonight



■ Loads a sub-games like this



**1** Flip yer balls into the flashy green thing, and you'll get cool bonuses **2** Lights flash to tell you which bits to aim the ball at. Handy, eh? **3** Timewarp frenzy! This is multiball heaven. Lotsa balls on the go all at the same time

### Gameplay

Pinball wizards should beware: there's only one table here. But it's a good 'un. Not only does it look nice: it plays like a beast too. If this was real, it would be the mother of all pinball tables. You've got hundreds of little sub-games, loads a flashing lights and enough bumpers and flippers to last you a lifetime. Cool.



This is a slick-ass mother of a pinball sim. The best looking on the 'Station by a long chalk. There's only one table on offer, but you'll learn to love it. **Rob**

**PlayStation**  
**RATED 89%**

■OUT FEBRUARY ■BY SCEE ■COSTS £39.99 ■PLAYERS 1-2  
■COMPATIBILITIES JOYPAD, MEMORY CARD, ANALOGUE PAD, LINK CABLE

## BUSHIDO BLADE

Fancy a slash or are you scared to get that choppa out? It's an ancient art you know.

**B**ushido: meaning way of the warrior. A code of honour followed by Japanese Samurai. Blade: meaning, er, edged weapon. Put 'em together and you've got a beat 'em up that takes itself seriously. Maybe a little too seriously.

### What we like

#### Think before you kill

If Carol Vorderman is yer thinking man's totty, Bushido Blade is yer thinking man's beat 'em up. Swordplay is realistic rather than flashy and you need to use your brains to kill the other bloke. Because it's not an arcade-style game, Bushido Blade feels slow, but at least someone's trying something new.



■ Attacks seem plausible



■ Blades leaving trails is trouser-stiffening

### Flashing blades

Sabres, pole arms, broadswords and even a sledgehammer. Each of the eight weapons has its own attacks and special moves, which is a top idea. In all there's something like 350 attacks to try, and you can even throw a knife or fan. Shame the 'oohh...aaahh' factor is so low, though.



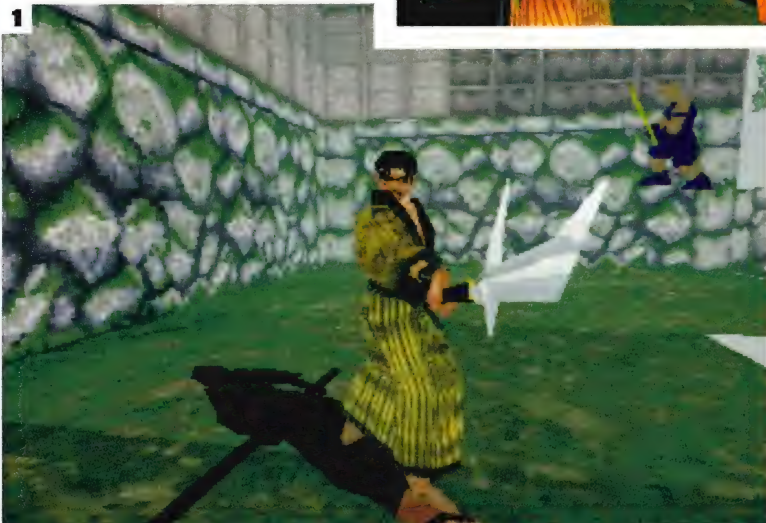
**1** Bushido Blade fighter sneaks in with a hammer **2** The bigger the weapon, the slower the attack **3** Samurai weapons are used too... **4** Ker-chunk. I bet he's gutted **5** Two handed broad swords straight out of medieval England **6** Head shot! Ouch!





## Second skin

Point of view sounds like a show for lonely old sods, but it's also a mode to get inside characters' heads. You get to see bouts through the eyes of your fighter, which sounds cool but actually makes the game difficult to play. Link mode means you can also play against a friend using this view.



**1** This view makes life difficult... **2** but get things right and the results are satisfying



## Fight with honour

Winning isn't everything: it's how you play. At least it is in Bushido Blade. Certain actions, such as stabbing someone while they're speaking, on the ground, or with their back turned, are considered dishonourable. Kill someone using these tactics and it's game over.



**4** Those who stray from the true way, follow a damned path.  
Kannagisai



**1** Doing this is considered rude. Let 'em finish a sentence **2** Opponents aren't so gracious. This bloke thinks it's fair to bring a gun **3** Stabbing from the rear won't get you far **4** Act uncouth and an annoying saying signals the end of your go **5** Hacking on the floor is a no no. Not honourable, see

**plus**

## We'd like to say...

There are so many fresh features in Bushido Blade you'd think it had to be a winner. Wrong. The game tries too hard to mimic real life. The result is unfriendly gameplay. Fights are over in the blink of an eye, fighters attack too slowly and the training mode isn't any help at all.

## Runaround

Why fight in a ring not big enough to swing a cat? Open spaces with trees, rivers and buildings is what you want and it's what Bushido Blade provides. Scrap across eight areas which are linked together. You can hide behind objects, run away from fights and even pick up dirt and sling it in your enemy's eyes. Future fighting games please take note - this is the way forward.



■ Seaside. Check out the footprints in the sand



■ The inside of this building is brown and dull



■ A wooded scene. Trees can actually be chopped down. Bet you've not seen that before

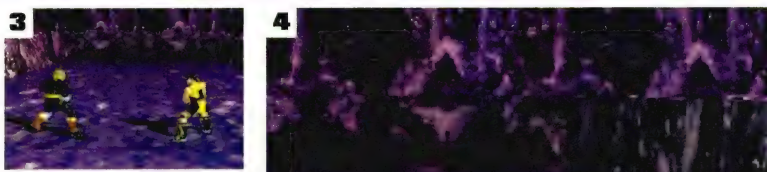
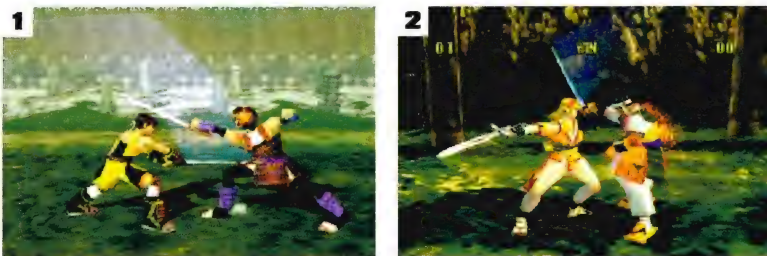


**1** If you get bored with one location (or you're getting your ass caned) head for a nearby exit...  
**2** And hey presto! A whole new world opens up before your eyes



## Let's stance

Real warriors hold weapons in different ways depending on the attack they're trying, and it's the same in Bushido Blade. Shoulder buttons give you high, mid and low stances which open up different attacks. How you stand also affects how easy it is to be hit.



1 High stance produces these kind of attacks 2 Mid stance leads to attacks like these 3 Low stance is best used for hacking knee caps... 4 Which looks like this. No walking for you for a while

## Get plastered

Certain strikes kill instantly in Bushido Blade. Stabbing a blade through an opponent's eye and out the back of the skull tends to finish most of them off. No surprises there, then.

On the other hand glancing blows to legs and arms will injure the enemy, leaving them unable to stand. Restart after being hacked about and you'll be covered in blood-soaked bandages. Top stuff.



1 Ready for action? OK, first we'll start with this series of vicious swipes...



2 Which we'll then follow by a good stabbing. Probably deserves it for wearing Lycra



3 And your Lycra-clad foe is now good friends with the dirt...



4 Next time around he's been patched up by some sexy nurse and ready for more death

■ OUT NOW ■ BY MINDSCAPE ■ COSTS £39.99 ■ PLAYERS 1-8  
■ COMPATIBILITIES JOYPAD, MEMORY CARD, MULTI TAP

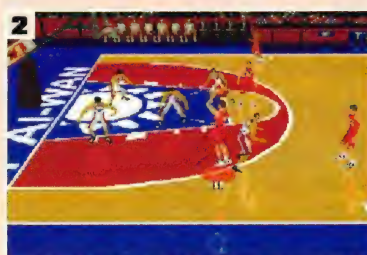
# WORLD LEAGUE BASKETBALL

Ooh look, it's got a shiny court. But it takes more than that to impress us.

**W**anna pump a stonking pass to cross-dresser Dennis Rodman? Well you can't, 'cos this game hasn't got any of the showy US teams or any of the real players in it. 'Can it be any good?' we hear you cry. Well no, actually.

## Playability

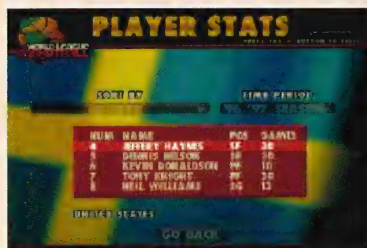
Let's not mess around here. World League Basketball sucks. It lacks excitement, it looks dull, but worst of all it's got toilet gameplay. An example: you're fouled, you step to free throw. No power bar or shot angle to worry about. Just hit square. The ball may or may not sink. Call us old farts but we like to see games which require some skill.



1 The tension mounts... 2 As we switch off and head for the pub 3 A selection of camera angles... 4 Make playing virtually impossible

## Teams

What's the point of being able to select teams from Japan or Croatia? Sure it's the only basketball sim to include all the world teams, but all bar the US side are no flippin' good. Anyone interested in the sport wants to see top teams and stars in action. Yar boo.



1 Stats for the US team. Heard of these chaps?



2 Wow. Israel against Venezuela. What a match

**Rent it** Only true spods and trainspotters will enjoy Bushido Blade's realism. Sure, it's clever, but at the end of the day it's slow and not enough fun. **Jon**

**PlayStation**  
**RATED 83%**

World League Basketball is jerky and very rough around the edges. This might be forgivable if it had quality gameplay, but it hasn't. Steer well clear. **Jon**

**PlayStation**  
**RATED 30%**



# SHE'S GOT A FULL SET...



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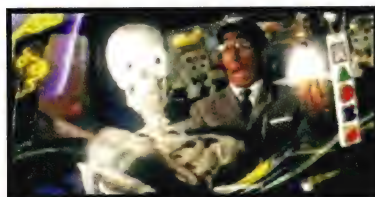


## 'Washing instructions...'

Sony has spent millions making sure PlayStation joypad buttons are in yer face twenty four-seven. ▲ ● × ■ appear on foota pitch hoardings, TV ads and a range of smart gear. But is it working? We hit London's Oxford Street to find out if anybody recognised the coloured symbols.



■ Here's the inspiration for the campaign



■ Had that Sony ad in me cab the other day



**MIKE, 47, VOLUNTARY WORKER**

'They're just triangles, exs, circles and squares aren't they...? They look a bit like road signs'

■ Do not get into a car with this man



**VANESSA, 19, SHOP ASSISTANT**

'I dunno. They're just shapes. Some kind of washing instructions for clothes?'

■ Nope. Oh, and will you have my children?



**SAMANTHA, 18, STUDENT NURSE**

'Haven't got a clue. Oh, a dry cleaning label'

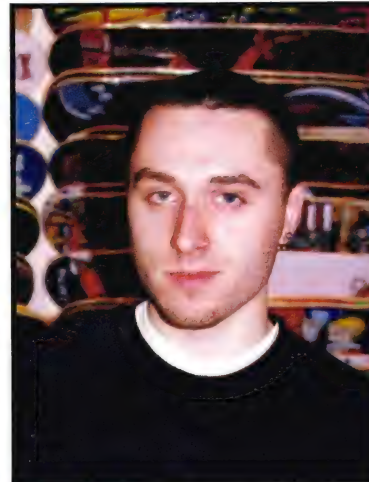
■ Bad news if you leave your pad near this chick. You'll never get the starch out!



**DAMIAN, 18, MARKETING STUDENT**

'They're for PlayStation. Red Alert: Command & Conquer is tops'

■ Flash git



**ROB, 20, SKATER**

'They're PlayStation symbols. Violent, bloody games are best. Like Resident Evil'

■ Another winner. Good taste in games too



**PAUL, 26, FILM PRODUCTION ASSISTANT**

'Ah f\*\*k, I know this. Sega or something like that'

■ Unlucky Sony, yer multi-million campaign hasn't worked with Paul



**CARLENE, 29, BUSINESS WOMAN**

'Not sure, but the circle and the x remind me of the Oxo building'

■ Obviously hasn't seen them beef-ore. Ha ha



**NICK, 58, RETIRED**

'Sorry, got no idea whatsoever'

■ Another failure. Oh well. Probably spends too much time 'dahn the dogs', frittering away his pension



**BARNIE, 21, 'GOLF SALE' SIGN HOLDER**

'Are they the things they use when they're trying to tell if you're psychic? Telepathic symbols?'

■ Proof that standing around all day isn't good for you



**ELIN, 22, SWEDISH DISH**

'No I've never seen those shapes and colours before. Sorry'

■ Obviously hasn't checked out her hair lately, then



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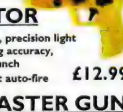
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## HOW WE RATE STUFF

0-50%.....Total toss  
51-60%.....Just toss  
61-70%.....Only okay  
71-80%.....Good, not great  
81-90%.....Almost classic  
91-100%.....Essential play



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Only available on import.

p117 Jargonbuster  
Rental chart

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spoil films

Cartoon laydeez

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p120 Bad pizza toppings

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on two pages

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p125 The pen trick

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p128 Top sellers

p129 Retro stuff

## Rental Chart

BLOCKBUSTER

Wanna try before you buy?  
The hottest rentals this month

Key: (NE) New Entry  
(RE) Re-Entry  
(4) Position Last Month  
(-) Same Position

1. (-) Tomb Raider 2 (Eidos)  
Still at the top. Hurrah!
2. (8) V-Rally (Ocean)  
Up and down like a bleedin' yoyo.
3. (-) TOCA Touring Car (Codemasters)  
Super-slick racer? Yes, please.
4. (NE) FIFA 98: RTWC (EA)  
Not great footy game, but still popular.
5. (NE) Final Fantasy VII (Sony)  
Three days to play this? Yeah, right.
6. (4) Time Crisis (SCEE)  
Brilliant shoot 'em up. Go for it.
7. (NE) Actua Soccer 2 (Gremlin)  
Excellent new footy game.
8. (NE) Road Rash (Platinum)  
Two-wheeled racing and bashing.
9. (NE) Formula One 97 (Psygnosis)  
Superb F1 game.
10. (NE) Crash Bandicoot 2 (SCEE)  
Back for more runny jumpy stuff.

2Xtreme £44.99

Company SCEE Players 1-2  
Memory card Link-up Mouse Multitap  
Really poor sequel to Extreme Games. Very few improvements. 55%

3D Lemmings £44.99

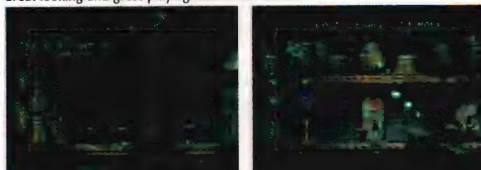
Company Psygnosis Players 1  
Memory card Link-up Mouse Multitap  
Smart 3D graphics, but uninteresting and awkward gameplay. 81%

4-4-2 £34.99

Company Virgin Players 1-4  
Memory card Link-up Mouse Multitap  
An absolute disgrace of a football game and this mag's lowest score ever! 14%

Abe's Oddysee £44.99

Company GT Interactive Players 1-2  
Memory card Link-up Mouse Multitap  
Great-looking and great-playing weirdo adventure. 91%



Actua Golf £44.99

Company Gremlin Players 1-4  
Memory card Link-up Mouse Multitap  
Cyber-golf at its most realistic. The best golf game on the PlayStation. 88%

Actua Golf 2 £44.95

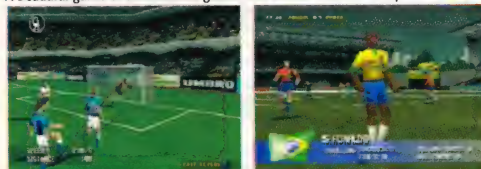
Company Gremlin Players 1-4  
Memory card Link-up Mouse Multitap  
Cosmetic improvements only, power-bar controls are a bit too familiar... 83%

Actua Soccer £19.99

Company Gremlin Players 1-2  
Memory card Link-up Mouse Multitap  
3D graphics eclipsed by flawed gameplay. Nice, but a little dated. 68%

Actua Soccer 2 £39.99

Company Psygnosis Players 1-4 Special Analogue pad  
Memory card Link-up Mouse Multitap  
A beautiful game of the beautiful game. New leader of the soccer pack. 93%



Actua Soccer: Club Edition £44.99

Company Gremlin Players 1-2  
Memory card Link-up Mouse Multitap  
Same as Actua Soccer, but has Premier teams. Too little too late... 68%

Adidas Power Soccer £19.99

Company Psygnosis Players 1-4  
Memory card Link-up Mouse Multitap  
Football game which favours cool graphics over yer actual gameplay. 60%



Adidas Soccer International 97 £44.95

Company Psygnosis Players 1-4  
Memory card Link-up Mouse Multitap  
A follow-up to Adidas Power Soccer, but we don't rate it nearly so highly. 70%

Agent Armstrong £TBA

Company Virgin Players 1  
Memory card Link-up Mouse Multitap  
Mindless blasting, easy puzzles and daft graphics... Okay, but that's all. 75%

Agile Warrior £39.99

Company Virgin Players 1  
Memory card Link-up Mouse Multitap  
Fairly challenging arcade-style aircraft shoot 'em up. Neat, but no cigar... 85%

Air Combat £19.99

Company Namco Players 1  
Memory card Link-up Mouse Multitap  
A miss from Namco? Yeah: tedious, lacks depth and variety. 65%

Ace Combat 2 £34.99

Company Namco Players 1 Special Analogue pad, NegCon  
Memory card Link-up Mouse Multitap  
Fighter pilot extravaganza. Buy planes, and shoot everything! 85%

Air Race £44.99

Company THQ Players 1-2  
Memory card Link-up Mouse Multitap  
Racing takes to the skies. Easy to pick up and fun to play. 76%

AIV Evolution Global £44.99

Company SCEE Players 1  
Memory card Link-up Mouse Multitap  
Good fun, pretty enjoyable, but overwhelming resource management sim. 86%

## Jargonbuster!

### How our listings work

**Company:** Who sells it? **Players:** How many can play? **Memory Card:** Can you use one to save games? **Link-up:** Can two players play on two machines? **Mouse:** Do you need one? **Multitap:** Allows lots of players to play **Special:** Guns or special controllers?



## Characters who spoil films and TV series

They appear on screen. You head out to make a cuppa...



Wesley Crusher: Star Trek? Star tosspot more like

### 1. Wesley Crusher in Star Trek

Simpering effeminate twat who's never handy with his phaser. Go away.

### 2. Yoda in Star Wars

Help you, I will! Pliss off, you big-eared geriatric dwarf.

### 3. Conan's mate in Conan the Barbarian

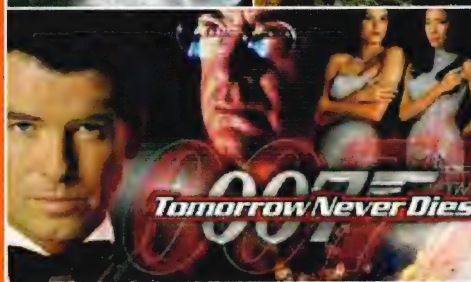
Shut it, you grinning mustachioed buffoon! We want Arnie, now!

### 4. Carver from Tomorrow Never Dies

Goldfinger would whip the arse of this effeminate ponce. Call this a villain?

### 5. Any Ewok in Return of the Jedi

Bollocks to the teddies - we want Darth! We want the Emperor!



Carver: bring back Jaws, all is forgiven

### Alien Trilogy

Company Acclaim Players 1

Memory card Link-up Mouse Multitap

Excellent Doom clone which captures all the scares of the films.

85%



### All Star Soccer

Company Eidos Players 1-4

Memory card Link-up Mouse Multitap

Tries to mix footie and humour. Doesn't make much of a job of it either...

34%

### Alone In The Dark

Company Infogrames Players 1

Memory card Link-up Mouse Multitap

Interesting puzzles fail to make up for the game's dated presentation.

62%

### Andretti Racing

Company EA Players 1-4

Memory card Link-up Mouse Multitap

A lightweight alternative to the fantastic Formula 1.

85%

### Aquanaut's Holiday

Company SCEE Players 1

Memory card Link-up Mouse Multitap

Environmentally friendly undersea adventure. Worthy and very dull.

53%

### Area 51

Company GT Players 1-2 Special Light Gun

Memory card Link-up Mouse Multitap

A bland shoot 'em up based on an arcade game.

52%

### Ark of Time

Company ICE Players 1

Memory card Link-up Mouse Multitap

Dull puzzler game: too boring and too hard.

65%

### Assault Rigs

Company Psygnosis Players 1-2

Memory card Link-up Mouse Multitap

A nice idea, but just too simple and too easy for its own good.

61%

### Atari Collection

Company GT Players 1-2

Memory card Link-up Mouse Multitap

Golden-oldie retro compilation. Ideal for old farts everywhere...

75%

### Auto Destruct

Company EA Players 1

Memory card Link-up Mouse Multitap

Cop show-style driving and shooting with lots of fizz.

Want it?

77%

### Ayrton Senna's Kart Duel

Company Philips Players 1-2

Memory card Link-up Mouse Multitap

Very grim and substandard racing game. Avoid at all costs.

32%

### Ballblazer Champions

Company Virgin Players 1-2

Memory card Link-up Mouse Multitap

Very fast, very furious and fun: play futuristic footy with spaceships.

87%

### Battle Arena Toshinden 2

Company SCEE Players 1-2

Memory card Link-up Mouse Multitap

Great visuals, but doesn't make it with the gameplay.

71%

### Battle Stations

Company EA Players 1-2

Memory card Link-up Mouse Multitap

Okay, so this is a pretty concept, but the game itself is poorly done.

52%

### Batman Forever

Company Acclaim Players 1-2

Memory card Link-up Mouse Multitap

Total stinker. Beat 'em up boredom, even if you're a bonzo batfan.

28%

### Bedlam

Company GT Players 1-2

Memory card Link-up Mouse Multitap

Tactical blaster, and you do need that mouse to get the most out of it.

87%

### Big Hurt Baseball

Company Acclaim Players 1-2

Memory card Link-up Mouse Multitap

Basketball games. Great, eh? A good adaptation of a dull sport.

81%

### Black Dawn

Company Virgin Players 1

Memory card Link-up Mouse Multitap

This sequel to the explosive Agile Warrior is just as good.

86%

### Blast Chamber

Company Activision Players 1-4

Memory card Link-up Mouse Multitap

Anyone for a futuristic game of tag? No?

54%

### Blam! Machinehead

Company Core Design Players 1

Memory card Link-up Mouse Multitap

Hard to work out. But once you get into it, it's a gripping 3D blaster.

89%

### Blazing Dragons

Company BMG Players 1

Memory card Link-up Mouse Multitap

Graphic adventure. Good humoured, but too much like hard work.

87%

### Break Point

Company Ocean Players 1-4

Memory card Link-up Mouse Multitap

Inoffensive tennis game, but moves take some getting used to.

73%

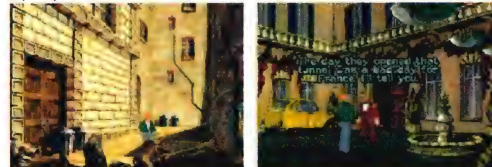
### Broken Sword

Company SCEE Players 1

Memory card Link-up Mouse Multitap

Superb point and click adventure with a strong story atmosphere.

91%



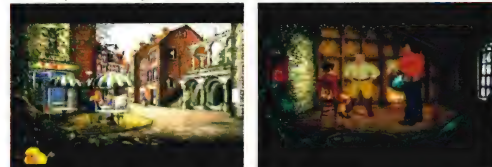
### Broken Sword 2

Company SCEE Players 1

Memory card Link-up Mouse Multitap

Puzzled up adventure game that's sweet as a nut but hurts your brain.

91%



### Burning Road

Company Funsoft Players 1-2

Memory card Link-up Mouse Multitap

The PlayStation's equivalent of Daytona USA. Good gameplay and looks.

88%

### Bubble Bobble Pack

Company Acclaim Players 1-2

Memory card Link-up Mouse Multitap

Dust down those tank tops, this is one of the best retro collections.

84%

### Bubsy 3D

Company Telstar Players 1-2

Memory card Link-up Mouse Multitap Joypad

Ugh! Ultra-crap platform game that looks and plays toss.

30%

## Bangin' toons

### Cartoon girls we all fancy

#### 1. Penelope Pitstop

Blonde honey who makes dick all dastardly.

#### 2. Jessica Rabbit

Bet she goes like a bunny. Snarf! Snarf!

#### 3. Daphne from Scooby Doo

Makes us want to drop our Scooby slacks...

#### 4. Betty Boop

Cutesy pear-shaped bint with 'hurt me' eyes. We like.

#### 5. Mary Jane from Spiderman

That's not just my spidersense tingling...

#### 6. Betty Rubble from the Flintstones

This Betty ain't sweaty. Until we've finished with her.

#### 7. Rosemary the receptionist in Hong Kong Phooey

Doggy martial artist - foxy receptionist.

#### 8. Princess Jasmine from Aladdin

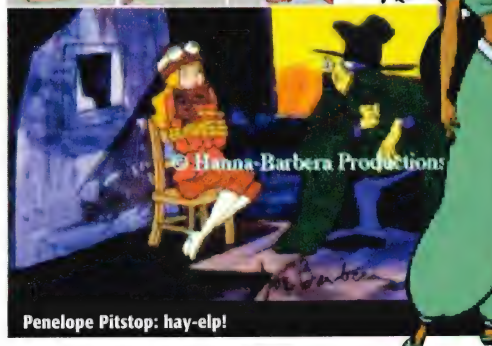
Gets us rubbing that lump on our genies.

#### 9. Teen Angels from Captain Caveman

Anyone fancy a three-up?

#### 10. Pocahontas

All together now. We wanna poga...



Penelope Pitstop: hay-elp!



## Bust-a-Move 2 £19.99

Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
One of the cutest, most incredibly addictive puzzle games of all time. **89%**



## Carnage Heart £34.99

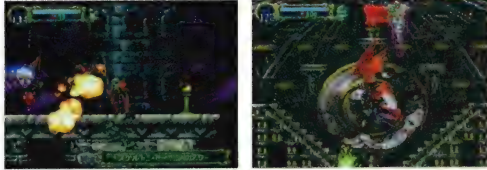
Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
Build some robots, then turn them loose to fight in this strategy game. **74%**

## Casper £44.95

Company Interplay ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Graphics are fine and dandy, but the game's totally average. **62%**

## Castlevania £44.99

Company Konami ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Old school 2D action and gameplay galore in this Dracula spectacular. **89%**



## Cheesy the Mouse £44.95

Company Ocean ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The awful main sprite hides some good platform action. **82%**

## Chessmaster 3D £44.95

Company Mindscape ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Rough, tough butt-kicking (only joking) chess sim. **87%**

## City of The Lost Children £44.95

Company Psygnosis ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Excellent graphics in this adventure game, but incredibly annoying. **68%**

## Clock Tower £44.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Poor attempt to move into Resident Evil territory. Boring, dated, not scary. **43%**

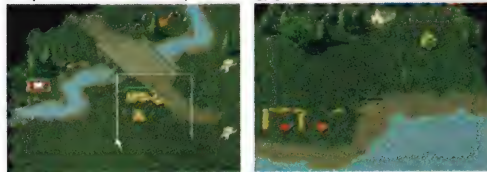
## Colony Wars £34.99

Company Psygnosis ■ Players 1 ■ Special Analogue pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
Space-based 3D blaster which is sharp as a tack. Loads to do, too. **93%**



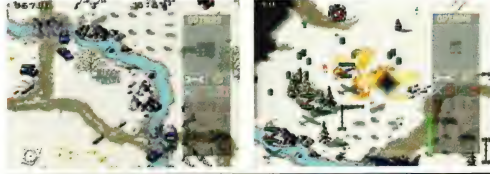
## Command and Conquer £44.99

Company Virgin ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Conquer the world in this fast-paced strategy game. A classic. **91%**



## Command and Conquer: Red Alert £39.99

Company Virgin ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Strategic slaughter 'em up that's even better than the first C&C. **93%**



## Contra: Legacy of War £44.95

Company Konami ■ Players 1-2 ■ Special 3D Glasses  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
3D Version of the classic shoot 'em up. Solid blasting action. **83%**

## Cool Boarders £44.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
One player only, but this is still brilliant snowboarding fun. **91%**



## Courier Crisis £44.99

Company GT ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Rent it**  
Good fun for a while, but limited bike 'em up. **79%**

## Crash Bandicoot £44.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A bit frustrating, but this is one of the best platformers around. **86%**

## Crash Bandicoot 2 £39.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Tasty platformer that's more varied than the first Crash. **87%**

## Critical Depth £34.99

Company GT ■ Players 1-2 ■ Special Analogue Pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Good two-player submarine blast 'em up. Not so cool in single player. **65%**

## Criticom £44.99

Company Vic Tokai ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Rent it**  
Great graphics, but this 3D beat 'em up still loses out to Tekken. **82%**

## Croc £34.99

Company Acclaim ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Cutesy graphics don't spoil this challenging platformer. **84%**

## Crow 2 £44.99

Company Acclaim ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
If you hated the movie, you'll hate this even more. Crap fighting game. **33%**

## Crusader £44.95

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Excellent shooting and exploring action in this lone commando game. **85%**

## Crypt Killer £44.99

Company Konami ■ Players 1-2 ■ Special Light Gun  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The worst lightgun game ever. Stay away! **27%**

## Cyber Sled £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Dull arcade shooting game. Even Namco can make mistakes. **69%**

## Cyber Speed £39.99

Company Mindscape ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
You race about on wires. Not a Wipeout-beater. **68%**

## Cyberia £39.99

Company Interplay ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Underwhelming shooting and puzzle games. **60%**

## D £44.99

Company Acclaim ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Rent it**  
Looks great, but way too short: it'll take you an hour to complete. **83%**

## Dark Forces £44.99

Company Virgin ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Old-style graphic, but still an engrossing Star Wars Doom clone. **84%**

## Darklight £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
3D space game delivers stunning gameplay and is difficult to master. **87%**

## Darkstalkers £44.99

Company Virgin ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Street Fighter meets horror meets fairly average gameplay. **78%**

## Davis Cup Tennis £44.95

Company Telstar ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
We reckon this stinker is one of the worst PlayStation tennis titles to date. **50%**

## Defcon 5 £49.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
3D adventure with more wandering about than actual exciting action. **72%**

## Descent £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
Doom in spaceships. If you think that's a great idea, you're right. **91%**



## Descent 2 £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Not enough improvements on the original, but still a good shoot 'em up. **82%**

## Destruction Derby £19.99

Company Psygnosis ■ Players 1-2 ■ Special Negcon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Play a while and you realise it's a shallow game. Great with two players. **72%**

## Destruction Derby 2 £19.99

Company Psygnosis ■ Players 1 ■ Special Negcon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Better than the original, with faster cars and wider tracks. **89%**

## Devil's Deception £39.99

Company Sunsoft ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Nice idea; you play Satan's helper. But not well executed. **60%**

## Die Hard Trilogy £44.99

Company Fox Interactive ■ Players 1 ■ Special Gun/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
Three top games for the price of one. **92%**



## DiscWorld £39.99

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Fantasy 'comedy' adventure with annoying puzzles. **71%**

## Disruptor £39.99

Company Interplay ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Slick ultimately yawnsome first-person shooter. Nice weapons though. **82%**

## Doom £44.99

Company GT ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
The original 3D maze shoot 'em up. A classic game. **92%**

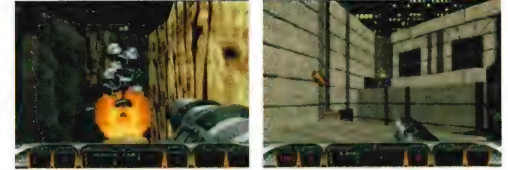


## Double Dragon £44.99

Company Tecmo ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **import**  
Dull fighting sim. Not connected with the coin-ops of the same name... **49%**

## Duke Nukem £39.99

Company GT ■ Players 1-2 ■ Special Analogue Pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
Stonking corridor shoot 'em up. Colourful, funny and very violent. **91%**



## Dynasty Warriors £44.99

Company Ocean ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Beat 'em up with swords that doesn't really cut it next to Soul Blade. **67%**

## Dynasty Wars

Company Capcom ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **import**  
No need for thought or reflection in this action-packed Samurai game. **68%**

## Contacts

### UK PlayStation software houses

Acclaim: 0171 344 5000	Maxis: 0171 505 1500
Activision: 01895 456700	Microprose: 01454 893893
BMG: 0171 384 7800	Mindscape: 01444 246333
Codemasters: 01926 814132	Namco: 0171 734 7737
Electronic Arts: 01753 549442	Ocean: 0161 832 6633
Eidos: 0181 636 3000	Psygnosis: 0151 282 3000
Gremlin: 01142 753423	Sony: 0171 447 1600
GT Interactive: 0171 258 3791	Telstar: 01932 222232
Interplay: 01628 423666	THQ: 01372 745222
JVC: 0171 240 3121	UBI Soft: 0181 941 4004
Konami: 01895 853000	Virgin: 0171 368 2255



## Hero vs hero

We make heroes fight. Who wins?



Austin Powers (left) gets canded by Bond

### 1. Ripley vs Sarah Connor

Sarah Connor may be a super-strong war machine, but Ellen Ripley's got a bit of Alien muscle inside her...  
Winner: Ripley.

### 2. Crash Bandicoot vs Croc

Croc can bounce and jump with the best of them, but Crash Bandicoot doesn't suffer from terminal cuteness.  
Winner: Crash Bandicoot.

### 3. James Bond vs Austin Powers

Bond vs Powers ain't so much a case of might against might, it's more of a 'Who's got the wittiest one-liner?' contest.  
Winner: James Bond.

### 4. Rocky vs Conan

It's the struggle of the speech impediments. But how's Rocky gonna fare against Conan's sword and scorcery?  
Winner: Conan.

### 5. Captain Kirk vs TJ Hooker

One's a chubby, slightly balding old fart and the other one's an, erm, chubby, slightly balding old fart.  
Winner: It's a tie!

### Earthworm Jim 2 £44.95

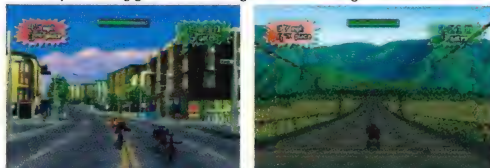
Company Virgin ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Conversion of the old SNES classic that manages to be a lesser copy. **79%**

### Epidemic £34.95

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Sequel to Kileak the Blood fails to improve on a pretty poor game. **64%**

### ESPN Extreme Games £39.99

Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Oddball sports racing game with a smidgin of violence for good measure. **91%**



### Everybody's Golf £39.99

Company SCE ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A golf game that's - wait for it - fun! And great to play too. **85%**

### Excalibur 2555AD £44.99

Company Telstar ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A good, solid PlayStation adventure game with combat and magic. **85%**

### Exector

Company ARC ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Lacks style and visual excellence. Not very playable. **62%**

### Exhumed £44.95

Company BMG ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Still one of the best and most challenging Doom-style games around. **91%**



### Explosive Racing £34.95

Company TOKA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Lack of control and cheesy whiff let down fun racer. **51%**

### Extreme Pinball £44.95

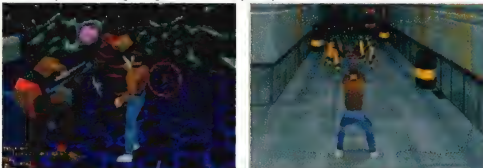
Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Sad, lonely, orphan of a pinball title with unrealistic ball movements. **44%**

### F1 97 £44.95

Company Psygnosis ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Improvements all round for this updated racer. **89%**

### Fade to Black £19.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Absorbing, interesting 3D game. There's plenty to see, do and shoot. **87%**



### Fantastic Four £34.99

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Dull and repetitive beat 'em up featuring the Marvel comics heroes. **59%**

### Felony II-79 £39.99

Company ASCII ■ Players 1 ■ Special Negcon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Pacey joyriding game which offers lots of bangs for your buck. **81%**

### Fifa 96 £19.99

Company EA ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Footy game with little control over players and bad camera views. **58%**

### FIFA 97 £44.99

Company EA ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Not much improvement over '96, since it plays so very slowly... **64%**

### FIFA 98: Road to World Cup £39.99

Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Fairly average footy game. Only for true fans. **65%**

### Fighting Force £44.95

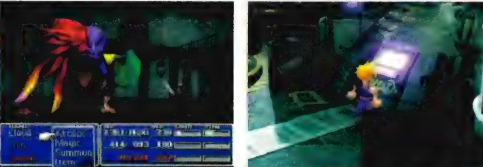
Company Eidos ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Beat 'em up adventure that's dull as dishwater. **66%**

### Final Doom £44.99

Company GT ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
30 new levels, but still, at the end of the day, much the same game. **89%**

### Final Fantasy VII £44.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
An epic adventure on three CDs that blows away the competition. **97%**



### Fire Pro Wrestling

Company Human ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Polygon-based wrestlers look superb, but this can be a bit limited and dull. **63%**

### Firestorm: Thunderhawk 2 £19.99

Company Core ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
3D graphics aren't exactly perfect but this is still a great helicopter game. **82%**

### Firo and Klawd £44.95

Company BMG ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Interesting buddy cop game, but it loses points for no 'save game' option. **82%**

### Floating Runner £44.99

Company THQ ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Enjoyable, playable 3D platformer with strange viewpoint, weird controls. **81%**

### Formula 1 £44.99

Company Psygnosis ■ Players 1-2 ■ Special Negcon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Mega sales worldwide confirm it as the ultimate simulation driving game. **93%**



### Formula Karts £44.99

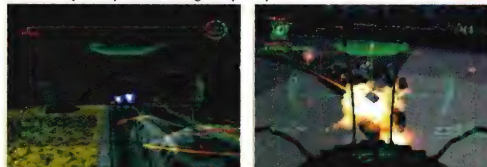
Company Telstar ■ Players 1-2 ■ Special Negcon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Slick, nice-looking mini racing: fast and furious, but the tracks are short. **81%**

### Frogger 3D £39.99

Company Hasbro ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Retro classic given a nineties 3D respray. Buckets of gameplay. **88%**

### G-Police £44.99

Company Psygnosis ■ Players 1 ■ Special Analogue pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Sci-fi helicopter cop thriller that grabs you by the balls. **93%**



### Galaxian 3 £44.99

Company Namco ■ Players 1-4 ■ Special Negcon  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Graphically impressive shoot 'em up, but lacking in gameplay. **36%**

### Gex £44.99

Company BMG ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Goes to show that if you really try, you can produce a dull platformer. **68%**

## Bad pizza toppings

Don't cry for me, Marguerita

### 1. Baked bean

What next? Pot Noodle flavour? Have mercy on us...

### 2. Chicken chow mein

Chinese pizza. As appetising as Peking duck doused in Ragu.

### 3. Chicken tikka

We'd rather eat our own genitals, thanks.

### 4. Con frutia

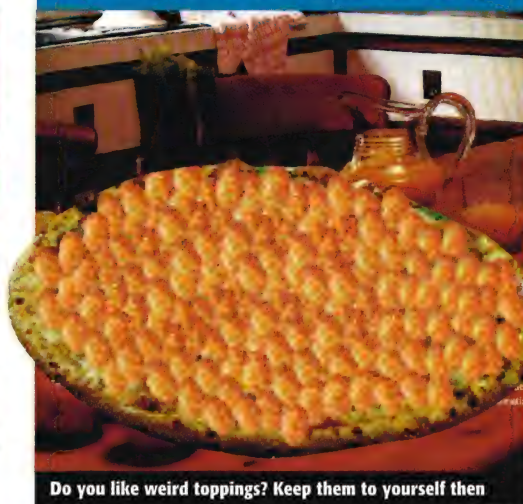
This horrific pizza has fruit on it. Pizza: main course. Fruit: dessert. Comprendo?

### 5. Tuna and onion

Strong stench of fish and onion. Like rotting rubbish.

### 6. Cherry and almond

We're not making these up you know. There are actually people who like cherry and almonds on their pizza. Weird.



Do you like weird toppings? Keep them to yourself then



## Goal Storm £39.99

Company Konami Players 1-2  
Memory card Link-up Mouse Multitap  
Big sprites lumber by on zimmers and stairlifts in this football game. **66%**

## Grand Theft Auto £39.99

Company BMG Players 1  
Memory card Link-up Mouse Multitap  
Ultra violent, immoral car game. Not a looker, but amazing gameplay. **90%**

## Grid Run £44.95

Company Virgin Players 1-4  
Memory card Link-up Mouse Multitap  
'Tag' game which only really gets 'fun' in multiplayer mode. **64%**

## Gunbird £44.99

Company Atlus Players 1-2  
Memory card Link-up Mouse Multitap  
Stunning scaling and lighting, but this shoot 'em up lacks challenge. **74%**

## Gunship £44.99

Company Microprose Players 1  
Memory card Link-up Mouse Multitap  
Complex, fairly playable helicopter sim, but just not that realistic... **83%**

## Hard Boiled £44.99

Company EA Players 1  
Memory card Link-up Mouse Multitap  
Try woodturning. Knock up a pipe rack. Just don't play this. **40%**

## Hardcore 4x4 £44.99

Company Gremlin Players 1 Special Wheel  
Memory card Link-up Mouse Multitap  
Dull all-terrain racing game with a lack of tracks. **83%**

## Hebereke Popoitto £39.99

Company Sunsoft Players 1-2  
Memory card Link-up Mouse Multitap  
Two player puzzle game. Fun, but Bust-a-Move 2 is better. **42%**

## Herc's Adventures £44.99

Company Virgin Players 1-2  
Memory card Link-up Mouse Multitap  
Solid gameplay and tons of challenge in fun-to-play cartoon frolics. **85%**

## Hercules £34.99

Company SCEE Players 1-2  
Memory card Link-up Mouse Multitap  
Cool presentation and gameplay in Disney-inspired platformer. **81%**

## Hermie Hopperhead £44.99

Company Sony Japan Players 1  
Memory card Link-up Mouse Multitap  
Crappiest sprites we've ever seen. Frustrating, and levels are too similar. **38%**

## Hexen £44.95

Company GT Players 1-2  
Memory card Link-up Mouse Multitap  
Graphics are a wee bit slow and blocky, but this Doom clone has depth. **84%**

## Hi-Octane £44.99

Company Bullfrog Players 1-2  
Memory card Link-up Mouse Multitap  
Really boring racing game that doesn't have enough substance. **76%**

## Horned Owl £44.99

Company Sony Japan Players 1-2 Special Light Gun  
Memory card Link-up Mouse Multitap  
The first PlayStation lightgun game, and the most tedious. **68%**

## Hybrid £39.99

Company Elite Players 1  
Memory card Link-up Mouse Multitap  
Could this be the worst PlayStation game ever? **14%**

## Hyper Final Match Tennis £44.99

Company Human Players 1-4  
Memory card Link-up Mouse Multitap  
Bad animation and even worse gameplay make for a pretty awful game... **63%**

## Hyper Formation Soccer £44.99

Company Human Players 1-2  
Memory card Link-up Mouse Multitap  
Impossible to master mega-complex controls, and the graphics are poor. **33%**

## Independence Day £44.99

Company Fox Interactive Players 1-2  
Memory card Link-up Mouse Multitap  
Dated shoot 'em up based loosely on the hit film. **65%**

## Impact Racing £44.95

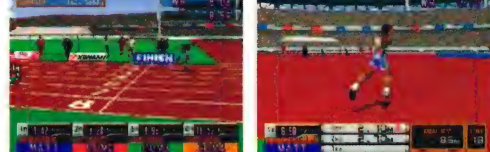
Company JVC Players 1-2  
Memory card Link-up Mouse Multitap  
Offbeat racing game mixing Destruction Derby with Mad Max. **82%**

## In the Hunt £39.99

Company THQ Players 1-2  
Memory card Link-up Mouse Multitap  
2D submarine shoot 'em up with plenty of things to fire at. Which is nice. **79%**

## International Track & Field £19.99

Company Konami Players 1-4  
Memory card Link-up Mouse Multitap  
Addictive sports sim that's even better in its multiplayer mode. **90%**

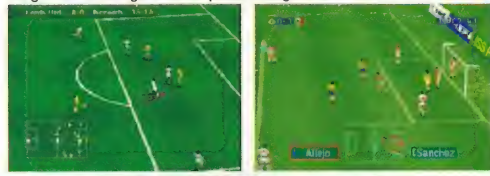


## ISS Deluxe £44.95

Company Konami Players 1-2  
Memory card Link-up Mouse Multitap  
Straight conversion of that old classic SNES footie game. **66%**

## ISS Pro £44.99

Company Konami Players 1-2  
Memory card Link-up Mouse Multitap  
The greatest football game on the planet. Enough said, we feel... **92%**



## Iron and Blood £44.95

Company Acclaim Players 1-2  
Memory card Link-up Mouse Multitap  
Average 3D beat 'em up, fantasy style. Not enough to tickle your fancy... **67%**

## Iron Man £44.99

Company Acclaim Players 1-2  
Memory card Link-up Mouse Multitap  
Sad, shoddy drive. A bad game and a total waste of a comics licence. **22%**

## Jersey Devil £44.99

Company Konami Players 1-2 Special Analogue pad  
Memory card Link-up Mouse Multitap  
Good looking cartoon platform game that is hard as nails to play. **90%**



## Jet Rider £44.99

Company SCEE Players 1-2  
Memory card Link-up Mouse Multitap  
Innovative racer is let down by poor graphics and weak gameplay. **63%**

## Johnny Bazzookatone £39.99

Company US Gold Players 1  
Memory card Link-up Mouse Multitap  
A Rock 'n' Roll platformer with poor gameplay. **60%**

## Jonah Lomu Rugby £44.99

Company Codemasters Players 1-4  
Memory card Link-up Mouse Multitap  
Brilliant rugby simulation, but bloody fiddly controls drive you mad. **84%**

## Judge Dredd £34.99

Company Gremlin Players 1-2 Special Lightgun  
Memory card Link-up Mouse Multitap  
Fast and good looking sci-fi lightgun shooter that doesn't stand out. **73%**

## Jumping Flash £39.99

Company SCEE Players 1  
Memory card Link-up Mouse Multitap  
Super 3D platformer which has just too few levels to make it a winner. **89%**

## Jumping Flash 2 £44.99

Company SCEE Players 1  
Memory card Link-up Mouse Multitap  
Perfect sequel to Jumping Flash, but not enough levels. A fiver more... **88%**

## K1 £44.99

Company THQ Players 1-2  
Memory card Link-up Mouse Multitap  
Substandard beat 'em up. It's saving grace is reasonable graphics. **65%**

## Kick Off 97 £44.99

Company Maxis Players 1-2  
Memory card Link-up Mouse Multitap  
It shoots! It misses by an absolute mile. **60%**

## Krazy Ivan £39.99

Company SCEE Players 1-2  
Memory card Link-up Mouse Multitap  
Graphics win over playability in this robot game. **73%**

## Kurushi £34.99

Company SCEE Players 1-2  
Memory card Link-up Mouse Multitap  
Block-based puzzle game that isn't going to be the next Tetris. **68%**

## Little Big Adventure £44.99

Company EA Players 1  
Memory card Link-up Mouse Multitap  
Brilliant PlayStation conversion of the PC adventure classic. **91%**



Tekken: runs faster in NTSC

Loaded: overhead view in action

WipEout 2097: still dead fast in PAL

## Lingo: This month N-P

Speaka da PlayStation? Es muy bien!

### N is for:

NTSC: This is the format import games come in, and the signal import PlayStations send out.

It's all to do with the fact that American and Japanese TVs read the signal 60 times a second, so the 'Station has to send signals at that speed, known as 60 Hertz. This means you can't use British games with 'em, 'cos Brit games are PAL (see over) and configured to run at 50 Hertz, the speed of British tellies. By the way, exactly the same applies to videos. Maybe someday the difference between the two'll vanish, since TVs are now available that can run at both speeds.



Tekken: runs faster in NTSC

### O is for:

One-player game: A game where only one person can play: RPGs and adventure games in particular are usually one-player.

One-up: A game term that somehow evolved over the years to mean getting an extra life. In arcade-style games, one-ups are one of the most common bonuses to pick up.

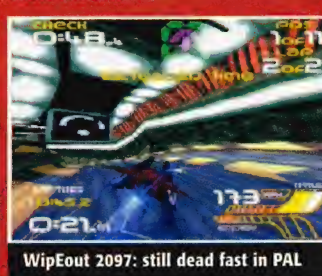
Overhead view: Where you're overhead, looking down on the action in games like Loaded. You don't see this so much these days, thanks to clever 3D action.



Loaded: overhead view in action

### P is for:

PAL: This is the opposite of NTSC. It's the video signal code that British PlayStations run on, at 50 signals per second, or 50 Hertz. This is the reason why British games are usually 10% slower than their Japanese counterparts, and why import games won't run on British PlayStations. That's unless you can do the pen trick which involves owning an older British PlayStation, a pen, and a small measure of cunning - see page 125 for details of how to do the pen trick but remember, if you knacker your PlayStation don't blame us.



WipEout 2097: still dead fast in PAL



# GEAR

A selection of specialist stuff

## POSH TOYS

### Joytech Real Arcade Lightgun £44.99 ➔

Budding badasses take note. This is a Time Crisis-compatible sidearm with attitude. It's got a bolt that slides back n' forward. It's got autofires. It's got auto-reloads. Hell, that recoil action might make us forget we're a bunch of suburban wimps. Blam! Blam! Die sucka! And... erm... whatever else hard people say...

**Get it out:** Time Crisis

**Rated:** It's good, and the recoil's fun, but there are a couple of little hitches. The autofires ain't as fast as they could be, the gun's not as accurate as the G-Con, and it's just a touch too heavy for prolonged blasting sessions. Could try harder. **85%**

### ➔ Coloured Memory Cards £14.99

Okay, so these aren't really a new PlayStation thing, they're just an old classic dressed up fancy, but hell, we like them anyway. Like magpies and stone age people, we're suckers for things that come in pretty colours. Hey, and they're transparent too! You can take a look inside them at all the chips and general techno wizardry that makes 'em work! Smokin'!

**Get it out:** For anything and everything

**Rated:** We like! These work a treat, and we love bright colours. Okay, so

they're not actually a new product. But what the hell. Let your inner child loose. Buy all the colours! Buy thousands of 'em! **95%**

### Aura Interactor £24.99 ➔

This is a big vibrating thing that you strap to your back. And why? So that you can vibrate in time to the games you're playing, of course. It's tuned so that you vibrate to the bass, of course, so that you shake in time to kicks, punches, explosions and stuff. And you can turn it up so high it'll scramble your internal organs too.

**Rated:** It works. But it's a bit noisy. And, to be honest, a vibrating backpack doesn't turn up your gaming pleasure too many notches. No, honestly. If the idea of a huge rumbling pack stuck to yer back turns your crank though, be our guest. **75%**



### PSX II Joypad £14.99 ➔

This is just yer basic joypad, with a couple of knobs on. You've got a slowdown function. Like all slowdown functions, this 'un is crap. Fortunately, you've also got autofire and turbo buttons that are quite easy to set up and use. The pad's a bit of a funny shape, but we're not talking full on knuckle torture here, just a few notches off 'comfy'.

**Get it out:** Shoot 'em ups

**Rated:** The autofires and turbo buttons do their stuff. The turbo could be a touch faster: we want turbos that whirl up to a spastic four thousand shots a second. But overall, this ain't too bad. **75%**



## THE REST

### Cyclone Pad £24.99

No good for accuracy or precision.

**Get it out** For... Don't, basically.

**Rated** Below average performer. **50%**

### Sony Pad £17.99

The original and still the best standard pad for your wad: sturdy, accurate.

**Get it out** For everything and anything.

**Rated** Unbeatable value: **95%**

### ASCII Pad £24.99

Deadly accurate. Not too comfortable.

**Get it out** For Crash Bandicoot

**Rated** Still a sound buy. **90%**

### Analogue Pad £24.99

Feels chunky, plays great.

Analogue function is dreamy.

**Get it out** For

Analogue compatible games, especially racing games.

**Rated** The usual joypad, but better. **95%**



## GUBBINS

### Sony Link £19.99

Top quality means top gaming when you both have PlayStations and copies of the same game.

**Get it out** For any PlayStation. multi-player like WipeOut.

**Rated** Perfect. **95%** ➔



### Sony Euro-AV cable £34.99

A sturdy SCART cable that delivers top picture quality.

**Get it out** For better pictures.

**Rated** Does the job. **90%**

### Sony Memory card £14.99

Stores up to 15 save points accessed automatically by the game. It works, and works well.

**Get it out** Whenever.

**Rated** Classic. **95%** ➔



### Datel Memory Card + £24.99

Slow to store and retrieve date, and it crashes a lot.

**Get it out** If you like a challenge.

**Rated** Prone to bugs. **60%**

### Datel Action Replay £39.99

Packed with stacks of cheats, it'll take you through to the end of most games. Weekly web updates.

**Get it out** If you're stuck.

**Rated** **80%**

### Sony Mouse £24.99

It's grey, you get a free mat, and it works very well.

**Get it out** Point and click adventures (Broken Sword etc).

**Rated** **80%**

### PAL Booster £24.99

Should let you play NTSC games but we've found it interferes with your PlayStation.

**Get it out** No, don't.

**Rated** **25%**

### Sony Multitap £32.99

Purpose-designed for four-player games.

**Get it out** To thrash your mates.

**Rated** **95%** ➔





## GUNS

### G-Con 45 £59.99 (bundled with game)

This fearsome beast is so accurate you have to plug it into the front and the back of the PlayStation. What, you can only use it with Time Crisis, you say? Not for long, we reckon. This is going to be the benchmark for guns to come. Sadly, the black colour shown is its import colour. We get a grey G-Con 45. Bah.

**Get it out for** Time Crisis; scaring the life out of petrol attendants.

**Rated** The best lightgun. **97%**



### Predator £29.99

Immense, and very, very accurate. A sliding bar lets you autoloading on some games, and you get three speeds of fire for max mayhem. Looks-wise this is the Kate Moss of lightguns. And one more thing, it's got little lights that flash when you pull the trigger.

**Get it out for** Die Hard Trilogy

**Rated** It's well accurate, but too heavy for a long bout. **80%**

### Hyperblaster £29.95

It may be a crap colour and looks like it wouldn't hurt a fly, but Konami's gun is sweet. It's light, comfortable, the sight system works, and the bomb button is easy to reach. What's more, it's featherlight weight so no arm strain. The dog's - until you get your hands on the G-Con, of course.

**Get it out for** Die Hard Trilogy.

**Rated** Spot-on, brain-splatteringly accurate tool Until G-Con45, this was the best gun in the business. **95%**

## WHEELS

### VRF-1 X-Cellerator £69.99

No gearstick in evidence, but a big meaty wheel. Feel-wise, it's several notches short of being a real smoothie.

**Get it out:** Only if you don't have a Logic3 or Gamester.

**Rated:** Not brilliant, but works well enough. **80%**

### Negcon £44.99

Excellent Namco games control, but not so good for Formula 1.

**Get it out:** Rage Racer

**Rated:** Takes a while to get used to **90%**

### Logic 3 £69.99

This is super-slick. Looks and is the business.

**Get it out:** TOCA Touring Car.

**Rated:** The ultimate accessory for the armchair motorist.

**95%** ➡

### Gamester wheel and pedals £79.99

Lightning fast. Sweet as a nut.

**Get it out:** Rage Racer

**Rated:** This is solid as a rock, but the pedals are a bit shite, and it don't quite cut it next to the mighty Logic 3.

**92%**



## PADS

### Sony Pad £17.99

The best standard pad: sturdy, accurate.

**Get it out** For everything and anything.

**Rated** Unbeatable value. **95%**

### ASCII Pad £24.99

Deadly accurate. Not too comfortable.

**Get it out** For Crash Bandicoot.

**Rated** Still a sound buy. **90%**

### Analogue Pad £24.99

Feels chunky, plays great. Analogue function is just dreamy.

**Get it out** Analogue compatible games.

**Rated** The usual joypad, but better. **96%**

### Cyclone Pad £24.99

No good for accuracy or precision.

**Get it out** Don't, basically.

**Rated** Below average performer. **50%**

### Sony ASCII stick £49.99

Great for beat 'em ups, but not much else.

**Get it out** If beat 'em ups are the only games you ever play.

**Rated** Well made, but too exclusive. **70%**

### PS GamePad 8 £24.99

Too big, inaccurate. Superfast turbo button.

**Get it out** Virtual Olympics records only.

**Rated** An also-ran. **75%**

### ASCII Grip £24.99 ➡

A one-handed joypad? Well yeah, but it's virtually impossible to use it with one mitt. Instead you have to hold it one hand and use the other for the buttons. It ends up simply too cluttered, with ○ and × too close together on the back, and the L and R a right cramped mess below the pad, meaning moving without hitting these accidentally is high on impossible.

**Get it out:** One-handed. Could be useful for Tomb Raider, eh readers?

**Rated:** It's not all that bad, you can change the keys to your preference, and in long term RPG play, it becomes strangely relaxing, just don't use it in any speedy games or the slightly stiff pad and cramped buttons will drive you to despair. **65%**

### PS Arcade Stick £44.99

This is slick: the stick smooth and highly responsive, the buttons just screaming for a bashing. But its L and R buttons let it down. During a Tekken 2 scrap you cannot, whatever your talents, reach across to the side of the main buttons for the L and R without ruining the flow of a combo. Otherwise it's ideal for a good dust-up, and lends itself to other game types, helped by the usual slow-motion and rapid-fire options.

**Get it out:** For SF Alpha 2, Tekken 2

**Rated:** Despite the off-centred L and R buttons, this is a controller with the body of Arnie and the grace of a gazelle. Try this with your fight/shoot 'em up/platform, and see the new control and rapid button action. **75%**

### InterAct ProgramPad £29.99

Ever fancied reeling off some multi-hit combo with one button press? You can program up to 87 presses and replay it with one. Raised pad and buttons, slow-motion, auto-fire and a sexy grip make it one to consider.

**Get it out** For any beat 'em up. In fact, most games.

**Rated** Beat 'em up junkies will love it! **85%**



## WEIRD STICKS

### Sony ASCII Joystick £49.99

Big bashy buttons and a little clicky stick. Beat 'em up central in other words. And if you really want to win at beat 'em ups, this is the stick for you. Not because it's a great controller: just 'cos all the autofires go at about 30 million hits a second, and if you turn on a couple you can usually romp through bout after bout in Tekken and other chopsocky efforts. Do we need to tell you that this gets a tad dull?

**Get it out** For annoying your mates at Tekken.

**Rated** This is a medium-to-well-made bashy-beaty type joystick, but it's only ever going to be used for your kung-fu violence-type games, and there's that nagging problem of those berserk autofire buttons just hovering above the fire buttons... **60%** ➡



### Sony Analogue Joypad £49.99

Budding Biggleses, take note. This is the ultimate armchair airman's tool. If you've spent months playing Air Combat II, and wake up muttering RAF slang like 'Cabbage crates coming over the briny' and 'Ginger's bought it, Sir!', you should give this a try. The two joysticks give it a real air ace feel, and the analogue turns just make you itch to get airborne and take on the Red Baron.

**Get it out** For Air Combat 2.

**Rated** This is a damn fine flying tool, but specialist isn't even the word. There is no possible way you'd use this for anything except flying games. Unless you suffer a debilitating addiction to Air Combat 2, you should steer clear. **70%**

### PS II £34.99 ➡

This one's following in the footsteps of its daddy the PS I. The PS I was an arcade-style button basher joystick that looked and played dead sweet and sexy.

Unfortunately, the buttons were so big that it was sometimes a touch tricky to pull off combos in your Tekken 2s and such. Has 'Son of PS' got over this problem? Has it bollocks. They never learn.

**Get it out** For Tekken 2.

**Rated** A tasty piece of hardware this but with one obvious flaw. It's a nice mover, but you should heed our warnings... **75%**



### Logic 3 Dominator £24.99

If you cut out a little bit of the box, you can make it read 'anal dominator'. Joy! Of course, the 'anal' bit's nothing to do with bottoms: it's 'cos the stick can function as an 'anal'ogue pad, digital pad or NegCon. The analogue modes are smooth and silky, with a really nice feel to the turning circle. One downer: if you turn really hard, you'll sometimes hit the pause button. This is not so good.

**Get it out** For analogue compatible racing games

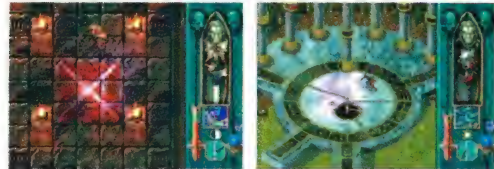
**Rated** For gaming grandpas everywhere it's nice to see the old joystick limping with us into the twenty-first century, and this one has a slick analogue feel. It'd be better if you didn't hit start when you do hard right-handers, though. **80%** ➡





## Legacy of Kain £44.99

Company BMG ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Vampire action/adventure game with a hugely enjoyable challenge. **92%**



## Lethal Enforcers £34.99

Company Konami ■ Players 1-2 ■ Special Lightgun  
Memory card ✗ Link-up ✗ Mouse ✗ Multitap ✗  
Awful conversion of already-bad arcade lightgun game. **30%**

## Loaded £39.99

Company Gremlin ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
An action-packed traditional sort of blaster, lacking in variety. **75%**

## Lomax in Lemmingland £44.95

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
It's a Lemmings-inspired platformer. Our verdict? It just leaves us cold. **70%**

## Lone Soldier £39.99

Company Telstar ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This strikes us as being pretty much Commando in 3D, but way too slow. **72%**

## Lost Vikings 2 £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Average arcade game which fails to deliver much originality. **63%**

## Machine Hunter £44.95

Company Eidos ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A top-down shoot 'em which takes on Loaded fair and square. **88%**

## Madden 98 £44.99

Company EA Sports ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Finely tuned gameplay make this current king of the grid-iron games. **89%**

## Madden NFL 97 £44.99

Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A good, solid American Football simulation that'll keep you coming back for more. **86%**

## Magic Carpet £44.99

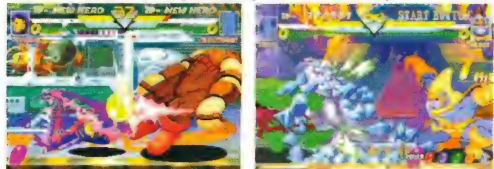
Company Bullfrog ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Fast 3D sorcery shoot 'em up with many levels to explore. **90%**

## Maximum Force £39.99

Company GT ■ Players 1-2 ■ Special Lightgun  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Conversion of a crap arcade shoot 'em up. Why did they bother? **50%**

## Marvel Super Heroes £44.99

Company Bullfrog ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Comic book characters beating the stuffing out of each other. Superb. **90%**



## MDK £49.99

Company Interplay ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Interesting shoot 'em up let down badly by patchy graphics. **80%**

## Mechwarrior 2 £44.99

Company Activision ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Giant robots in quality 3D shoot 'em up. Plenty of blasting action. **83%**

## MegaMan Battle and Chase £44.99

Company Ocean ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Cheapo racing game fails to deliver laughs or thrills. **36%**

## MegaMan X3 £44.95

Company Capcom ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Platformer rates playability over looks. 9 levels will keep you busy. **81%**

## MegaMan 8 £39.95

Company Ocean ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Cutesy platform shooter with nothing new or interesting to offer. **53%**

## Metal Jacket

Company Solan ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Customise giant robots, then let them loose in this dull game. **65%**

## Mickey's Wild Adventure £39.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Don't let 'wild' and 'adventure' sucker you: Another average platformer. **66%**

## Motor Mash £44.99

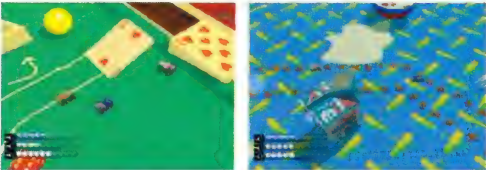
Company Ocean ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Derivative comic racing game: nice graphics, but it's slow and dull. **68%**

## Mobile Suit Gundam

Company Bandai ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Line up robots in your sights, blast 'em, do it again... Dull. **37%**

## Micro Machines V3 £34.99

Company Codemasters ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The best multi-player game on the PlayStation. A real racing classic. **95%**



## Monopoly £39.99

Company Virgin ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Smooth PlayStation version of the classic board game. **78%**

## Monster Trucks £44.99

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This off-road racer never really gets going... **82%**

## Mortal Kombat 3 £44.95

Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
MK fans will go mental, but for us, Streetfighter still rules the 2D scene **91%**



## Annoying puzzles

Puzzly game bits that get your teeth grinding...



### Broken Sword: that goat bit gets everyone



### Reident Evil: book misery

### Broken Sword 2: aaarggh!

#### 1. The goat bit in Broken Sword

Goat, plough, underground tunnel. Abstract. Annoying. Shit.

#### 2. Doom Books in Resident Evil

How are you meant to know to open 'em up? Bollox!

#### 3. Watchman's hut in Broken Sword 2

You try every item in your bag to get rid of the dog. Then you break down and weep.

#### 4. Midas Palace levers in Tomb Raider

Savagely boring puzzle involving levers and stuff.

#### 5. Talking to Mrs Cake in Discworld 2

Guess, guess, guess. The puzzle for which the words 'piss-dull' were invented.

## Mortal Kombat Mythologies £44.99

Company GT ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Boring, unplayable one-player quest version of the old beat 'em up. **50%**

## Mortal Kombat Trilogy £44.95

Company GT ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
About every MK character, so hardcore MKers will be happy... **91%**



## Moto Racer £44.99

Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Very speedy arcade racer with lots to recommend it. **85%**

## Motor Toon GP

Company Sony ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Cute racing game that lacks speed. The sequel is a whole lot better... **51%**

## Motor Toon Grand Prix 2 £44.99

Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Comic racing game manages to trounce the original. **85%**

## Myst £44.95

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗  
Point/click adventure with static screens. It won't set your world on fire. **76%**

## Namco Museum Vol.1 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
More hits from the gaming crypt. And yes, it does include Pacman. **84%**

## Namco Museum Vol.2 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Nowhere near as strong a collection, unless you're a big Xevious fan. **63%**

## Namco Museum Vol.3 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
There is just too much dross on this disc... **71%**

## Namco Museum Vol.4 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Only PacLand stands out from the crowd here. **67%**

## Namco Museum Vol.5 £44.99

Company Interplay ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Retro compilation that makes it courtesy of a couple of gems. **75%**

## Nanotek Warrior £39.99

Company Virgin ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Enjoyable shooting action, but a lack of levels to keep you interested. **77%**

## NASCAR 98 £39.99

Company EA Sports ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Ugly, dull racing game with a hideous soundtrack. **64%**

## NASCAR Racing £44.95

Company Sierra ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Crap Days of Thunder-style racing game, bad in every single way... **35%**

## NBA Hangtime £39.99

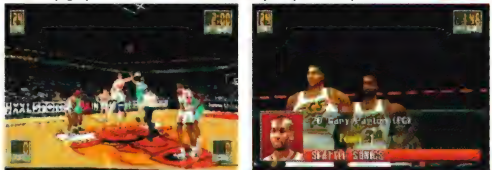
Company GT ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Basketball game. Bit of a laugh. Nuff said. **72%**

## NBA in the Zone £44.95

Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The large sprites are pretty agile, and it has more pace than Total NBA... **85%**

## NBA in the Zone 2 £44.95

Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Beefed-up graphics make this slam-dunk sequel quite classy. **91%**



## NBA Jam Extreme £44.95

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Yet another basketball game: a couple of outrageous comic features. **80%**

## NBA Jam Tournament £39.99

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Conversion of the coin-op with 2D characters going two-on-two. **86%**



# The pen trick

## How to run import games

Got an import game? But you ain't got an import 'Station? Here's some good news for you: as long as you've got one of the really early British PlayStations, you should still be able to play it. Here's how:

### Ingredients:

- One bit of sticky tape
- One biro pen
- One old PlayStation
- One British PAL game
- One import NTSC game

### STEP ONE:

Turn on your PlayStation with nothing in it, wait until it gets to the music menu.

### STEP TWO:

Get your PAL game out, put it in the PlayStation.

### STEP THREE:

Get your sticky tape and biro. Put the biro into the hole by the lid mechanism of the PlayStation and use the tape to tape it to the lid, so it stays in place.

### STEP FOUR:

Once the 'Station has registered the disc, whip the PAL game out and replace it with yer import effort. The game should load up: bingo!



If you bought your console for less than about £200 you probably won't be able to do this trick. Otherwise you should be OK

### NBA Live 96 £44.99

Company EA Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Uses the FIFA '96 graphics engine, and it shows all too clearly... 51%

### NBA Live 98 £39.99

Company EA Players 1-8 Special Analogue pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Good-looking basketball effort that offers a bouncing bundle of gameplay. 57%

### NBA Live 97 £44.99

Company EA Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Brilliant multiplayer game with loads of options. 51%



### Need for Speed £19.99

Company EA Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A second rate bash at Ridge Racer. It definitely needs more speed... 70%

### Need for Speed 2 £44.99

Company EA Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Looks crap, and plays even worse than its prequel. 49%

### NFL Gameplay £44.99

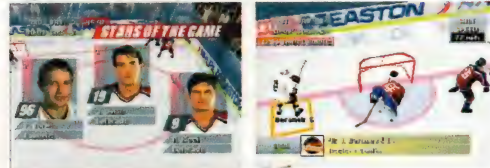
Company SCE Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Pretty average in every department. 52%

### NFL Quarterback Club £39.99

Company Acclaim Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Competent sports sim let down by blocky graphics... 75%

### NHL 97 £44.99

Company EA Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Polygon-based sprites make this a really good-looking sports sim... 51%



### NHL 98 £44.99

Company EA Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Ice hockey game that's even slicker than last year's version. 51%



### NHL Breakaway 98 £44.99

Company Acclaim Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
If ice hockey's your bag, this is the best of the bunch. 55%

### NHL Face Off £44.99

Company SCE Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Geared towards good gameplay, and the action is fast and furious. 55%

### NHL Face Off 97 £34.95

Company SCE Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Just another average sequel, in spite of extra features... 65%

### NHL Open Ice £34.95

Company GT Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Arcade-style ice hockey game. No great shakes. 70%

### Nightmare Creatures £44.99

Company SCE Players 1 Special Analogue pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Frantic 19th century horror bloodbath that's fun, but hard to master. 56%

### The Note £39.99

Company Sunsoft Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Basic adventure. Boring and dull. 45%

### Nova Storm £39.99

Company Psygnosis Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Start game. Fire continuously. Finish game eventually. That's it... 55%

### Nuclear Strike £44.99

Company EA Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
explosive and absorbing strategic shoot 'em up. 51%



### Off World Interceptor £39.99

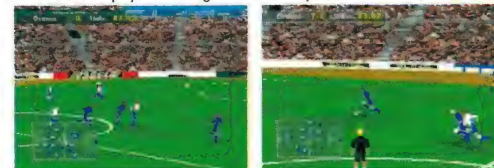
Company BMG Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
4x4s bounce about on the moon in this dull race game. 58%

### Olympic Games £44.95

Company US Gold Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
International Track and Field is the game to beat. This doesn't come close. 70%

### Olympic Soccer £44.95

Company US Gold Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
One of the most playable footie games on the PlayStation. 93%



### OnSide £44.99

Company Telstar Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This is the most incredibly bland footie game. 55%

### Overblood £44.99

Company EA Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Quite annoying Resident Evil done with little action. 76%

### Pandemonium £44.95

Company BMG Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Stunning effects instinctive gameplay puts other platformers to shame. 51%



### Panzer General £44.99

Company Mindscape Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗  
Full-blown strategy game is hard work thanks to historical accuracy. 58%

### Parappa the Rapper £29.99

Company SCE Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Original, fun rapping version of Simon Says. Offbeat and amusing. 55%

### Peak Performance £39.99

Company JVC Players 1-2 Special NegCon  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Substandard racing game Lots of options, not much else. 65%

### Perfect Weapon £44.95

Company EA Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Beat 'em up-style adventure which is crap in both departments. 51%

### PGA Tour 96 £19.99

Company EA Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A dodgy putting system lets this golf sim down badly. 55%

### PGA Tour 97 £44.99

Company EA Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Probably the best-looking golf sim, but gameplay is becoming too similar. 65%



## PGA Tour 98 £39.99

Company EA ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Golf game that fails to offer anything new. **63%**

## Pitball £44.95

Company Warner ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Speedball-type thing, but with pretty bog-standard looks and playability. **73%**

## Player Manager £44.95

Company Anco ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Predictable results spoil this footie management sim. **68%**

## Po 'Ed £44.99

Company Warner ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Interesting weapons, surprise monsters raise a laugh in this Doom-done. **76%**

## Porsche Challenge £34.95

Company SCEE ■ Players 1-2 ■ Special NegCon/Wheel  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Driving game let down by lack of variety, and lack of tracks. **80%**

## Powerplay Hockey 96 £44.95

Company Virgin ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Good range of aggressive matches. Fast-paced, end-to-end stuff **85%**

## Power Instinct 2

Company Atlus ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Import**  
One of the worst fighting games ever, featuring Kung Fu grannies... **48%**

## Powerplay Hockey 96 £44.95

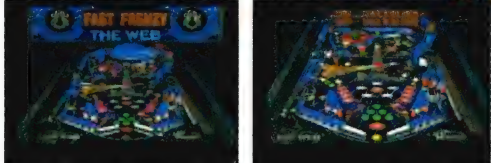
Company Virgin ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Good range of aggressive matches. Fast-paced, end-to-end stuff **85%**

## Power Soccer 2 £34.99

Company Psygnosis ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Amazingly average footie game that won't hold your interest. **70%**

## Pro Pinball: The Web £44.95

Company Empire ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Winner**  
Ball movement so fluid it handles like the real thing. **93%**



## Project Overkill £44.95

Company Konami ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
High-tech, underachieving version of the old arcade stalwart Bezerk... **78%**

## Psychic Detective £44.99

Company EA ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
14 endings, multi views and 3 CDs make this interactive movie playable. **84%**

## Psychic Force £44.95

Company Acclaim ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
An enjoyable enough 3D beat 'em up, but it lacks depth. **76%**

## Rage Racer £39.99

Company Namco ■ Players ■ Special NegCon/Wheel  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Winner**  
The latest classic incarnation from Namco. Buy it! **93%**



## Raging Skies £44.99

Company SCEE ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Flight sim looks dated and gets repetitive after a while. Pretty average. **73%**

## Raiden Project £39.99

Company Ocean ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Enjoyable, but limited. Animation and graphics are only mediocre... **72%**

## Rally Cross £34.99

Company SCEE ■ Players 1-4 ■ Special Analogue pad  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Rolling cars aplenty in fun racer, plus 4 player mode... **88%**

## Rampage World Tour £34.99

Company GT ■ Players 1-3  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Pick a monster and smash up towns. As much fun as it sounds. **69%**

## Rapid Racer £34.95

Company SCEE ■ Players 1-5 ■ Special Analogue pad  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
White water racer: let down by slow two-player mode. **82%**

## Rapid Reload £39.99

Company SCEE ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Want it**  
Entertaining, but limited platform shoot 'em up. **80%**

## Rayman £19.99

Company Ubi Soft ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Repetitive platformer with a lack of flexibility. **43%**

## Ray Storm £34.99

Company SCEE ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Vertical blasting shoot 'em up that's tough, demanding and fast. **83%**

## Ray Tracers £34.99

Company SCEE ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Want it**  
Car chase game has some good action, but it's over far too quickly. **73%**

## Rebel Assault 2 £44.99

Company LucasArts ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
A Star Wars romp, but there's not enough variety and trickery. **46%**

## Reloaded £44.95

Company Gremlin ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Smidgin better than the original. But that wasn't much fun either. **73%**

## Resident Evil £49.99

Company Virgin ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Winner**  
This horror adventure is one of the PlayStation's finest games. **94%**



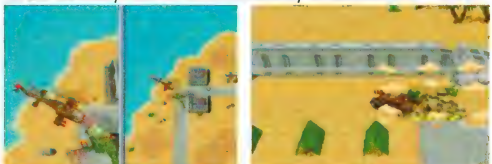
## Resident Evil Director's Cut £34.99

Company Virgin ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Winner**  
Cash-in version of the original that's got lots of nice touches. **91%**



## Return Fire £44.95

Company Warner ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Winner**  
You take out enemy bases with a selection of army vehicles. Good fun. **91%**



## Reverthion

Company Tecmo ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Import**  
Bizarre battle game in 3D. Looks amazing, but way too easy to play... **21%**

## Revolution X £39.99

Company Acclaim ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Aerosmith feature throughout... but this is one sad game really. **45%**

## Ridge Racer £19.99

Company Namco ■ Players 1 ■ Special NegCon/Wheel  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Excellent racing game, but lacking in tracks. **76%**

## Ridge Racer Revolution £19.99

Company Namco ■ Players 1-2 ■ Special NegCon/Wheel  
Memory card✓ Link-up✗ Mouse✗ Multitap✗ **Want it**  
Better than the original, with more cars and better controls. **84%**

## Rise 2 Resurrection £44.99

Company Acclaim ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Despite plenty of fighters, this is still only a mediocre beat 'em up... **70%**

## Riot £44.95

Company Psygnosis ■ Players 1-16  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Despite mega multiplayer possibility, this game offers little for your cash. **67%**

## Risk £39.99

Company Hasbro ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✓ Multitap✗  
A new spin on the classic board game that's well worth a look. **81%**

## Road Rash £19.99

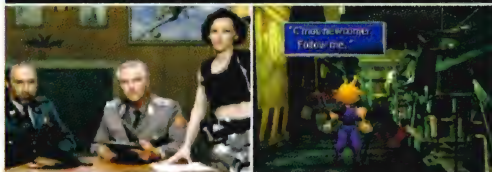
Company EA ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Straightforward, frustrating racing game. **64%**

## Crap soundtracks

### Euro-Rock and other atrocities



Duke Nukem: great game. The music on the other hand...



C&C Red Alert: yuck

Final Fantasy: no thanks

- 1. Duke Nukem**  
Mosh! Mosh! We rock zem in Frankfurt, ja! Guitar-solo-ed up slabs of rock...
- 2. Any Namco Museum Compilation**  
OK. We remember how bad it used to be. Now turn it off. Please?
- 3. Final Fantasy VII**  
Good game. But the tinkly synth soundtrack is offensively nasty...
- 4. Command and Conquer: Red Alert**  
Although you're too far away to see, those little men are all greasy metallers
- 5. Nascar '98**  
ZZ Top ride again. And we wish they hadn't ridden in the first place. Turn it off!

## Robotron X £44.95

Company GT ■ Players 1-2  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Simple, mindless run and shoot shenanigans. Overpriced, undersped. **66%**

## Rosco McQueen £34.99

Company SCEE ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Firefighting fun. A good laugh but more suited to youngsters. **78%**

## Runabout

Company Climax ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Pretty mad smash 'em up racing game with tons of vehicles. **90%**

## Sampras Extreme Tennis £44.95

Company Codemasters ■ Players 1-4  
Memory card✓ Link-up✗ Mouse✗ Multitap✓  
Real ease of play and lots of views raise it above unseeded rivals... **88%**

## Sentient £44.95

Company Psygnosis ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Set on a spaceship, this game is pretty ambitious, but too complicated. **71%**

## Shadow Master £39.99

Company Psygnosis ■ Players 1 ■ Special Analogue Pad  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
You in a tank and loads of mindless blasting. Very good. **88%**

## Shellshock £44.99

Company Core Design ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Pretty second rate: levels are dull and grey, and action is very limited. **75%**

## Shockwave £39.99

Company EA ■ Players 1  
Memory card✓ Link-up✗ Mouse✗ Multitap✗  
Empty shoot 'em up with tiny sprites against a dull background. **56%**



**Sim City 2000** £44.99  
**Company** Maxis ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✓ **Multitap** ✗  
 You build a city, and then you run it. Complex strategy. **81%**



**Skeleton Warriors** £44.95  
**Company** Virgin ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Looks, smells and feels like an old 16-bit game... and it plays like one too. **69%**

**Slam 'n' Jam '96** £44.95  
**Company** BMG ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Huge sprites, poor camera views and easy gameplay make this a dog. **64%**

**Smash Court Tennis** £44.95  
**Company** Namco ■ **Players** 1-4  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Slow, unresponsive game. You buy kit, but the actual matches are grim. **57%**

**Soccer 97** £44.95  
**Company** Eidos ■ **Players** 1-4  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Olympic Soccer sequel suffers from a slow slow slow engine. **51%**

**Soul Blade** £34.95  
**Company** Namco ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 This classic weapons-based beat 'em up has all the right ingredients. **94%**



**Soviet Strike** £44.99  
**Company** EA ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Good sound effects and graphics create a classy 3D chopper shoot 'em up. **92%**



**Space Hulk** £19.99  
**Company** EA ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Drag mercenaries around. Slow but good strategy/action game. **84%**

**Space Jam** £44.95  
**Company** Acclaim ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Dull movie-based cash-in basketball game. Why put yourself through it? **65%**

**Speed King**  
**Company** Konami ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Slow, boring and about as exciting as watching an egg boil. Maybe less so. **45%**

**Speedster** £44.95  
**Company** Psygnosis ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Top-down view racing game that's lacking in speed and playability. **64%**

**Spider** £39.99  
**Company** BMG ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 An innovative idea for a platform game, but fails to rise above average. **70%**

**Spot goes to Hollywood** £34.95  
**Company** Virgin ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Too little, too late for this platformer. Er, it's got good music though... **77%**

**Stahlfeder**  
**Company** Sintos ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 A basic but fun shoot 'em up you can play for hours. **77%**

**Star Gladiator** £44.95  
**Company** Virgin ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Capcom's first 3D beat 'em up. They don't make a bad job of it either. **91%**



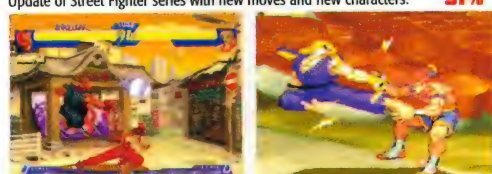
**Starfighter 3000** £44.95  
**Company** Telstar ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Nice enough to have a gawp at, but there's not enough going on. **60%**

**Starwinder** £44.95  
**Company** Mindscape ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Simplistic racing game where every level plays the same. **59%**

**Steel Harbinger** £44.95  
**Company** Mindscape ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Dull graphics, but 11 levels and variety of weapons can make this fun. **79%**

**Steel Reign** £34.99  
**Company** SCE ■ **Players** 1-2 ■ **Special Analogue Pad**  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Cool tank game that can be a bit repetitive. Worth a look, though. **75%**

**Street Fighter Alpha** £44.99  
**Company** Virgin ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Update of Street Fighter series with new moves and new characters. **91%**

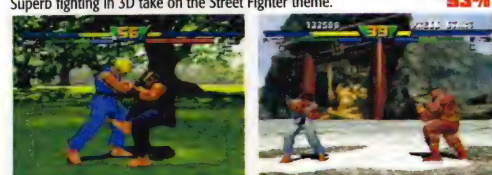


**Street Fighter Alpha 2** £44.99  
**Company** Virgin ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Custom combos and counter-moves add up to an excellent sequel. **92%**



**Street Fighter Collection** £39.99  
**Company** Virgin ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗ **Joypad** ✓  
 Three Street Fighter games, one CD. That's science for you. **87%**

**Street Fighter Ex Plus Alpha** £44.95  
**Company** Virgin ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Superb fighting in 3D take on the Street Fighter theme. **93%**



**Street Fighter The Movie** £39.99  
**Company** Acclaim ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Insult to the Street Fighter name. Based on the movie. **67%**

**Street Fighter II (Interactive movie)**  
**Company** Capcom ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Unplayable hash at making Street Fighter into an interactive movie. **54%**

**Street Racer** £44.95  
**Company** UBI Soft ■ **Players** 1-8  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Fair to middling racing game with plenty to do, except get excited... **79%**

**Strikepoint: the Hex Missions** £44.95  
**Company** THQ ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Poor helicopter game. Why not have a bash at Soviet Strike instead? **60%**

**Striker 96** £39.99  
**Company** Warner ■ **Players** 1-4  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Simplistic football game. Binary soccer at its worst. **69%**

**Suikoden** £44.99  
**Company** Konami ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Solid role-playing game that isn't going to change your life... **81%**

**Super Big Brother**  
**Company** NCS ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Very surreal shoot 'em up starring its very own underpants wearing hero... **53%**

**Super Football Champ** £39.99  
**Company** Mindscape ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Oh dear. Drab, boring, unplayable. Truly hideous football game. **45%**

**Super Pang Collection** £39.99  
**Company** Ocean ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 An arcade-perfect version of the retro bubble-bursting games. **53%**

**Super Puzzle Fighter 2** £39.95  
**Company** Virgin ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Horribly addictive puzzle game featuring Ryu, Ken and friends. **92%**



**Supersonic Racers** £44.95  
**Company** Mindscape ■ **Players** 1-2  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 Micro Machines-style racer doesn't pull out enough stops to keep you hooked. **74%**

**Swagman** £44.99  
**Company** Eidos ■ **Players** 1  
**Memory card** ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗  
 There's plenty of arcade-style fun on offer in this great-looking 2D game. **85%**

## Strategy games

Jawohl, mein general! But vot do I do to make ze - how you say - blitzkrieg? How do I move zese little men?

### Real-time strategy

Examples of this are Z and Command and Conquer. You play 'em by selecting units of men/tanks/attack dogs/killer robots with a mouse-type pointer. You can then make 'em do stuff ranging from building buildings (boring!) to just going forward and kicking enemy arse. You've usually got to divide yer time between building up the numbers of your men by training 'em and building stuff, and going forward to whittle down the numbers of the enemy bastids.

All of this is done in real time, too, so it's dead high-stress. Command and Conquer in particular is as stressful as they come: it's as complex as chess, and played about as fast as ice hockey. Aaargh!

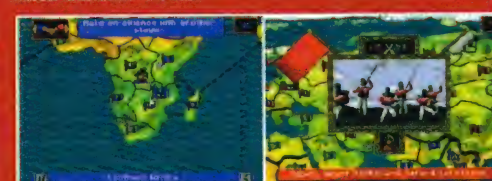


Command and Conquer: a real-time strategy

### Turn-based strategy

We're talking boardgame action here. Games like Allied General and Risk are turn-based strategy efforts, and both of 'em have a distinct 'dice-and-plastic-men' feel. Risk is actually based on an old boardgame, of course, so it's got a good excuse.

What you do here is more to do with moving yer men in clever little pincer movements and other nifty war stuff. There's less building up resources, and less actual on-screen violence. But it's all based on turns, so you've got time to think out what you should be doing. And you'll have to: these really are chess with guns. But don't go out and buy Allied General. It's shit.



Risk: turn-based except without the family arguing



## Oooops!

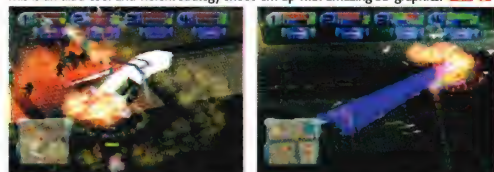
Five New Year's resolutions we haven't stuck to...

1. I will take the cutlery out of the sink before pissing in it.
2. I will not stalk the girl from next door.
3. I will wash the dishes before they start to look like biology experiments.
4. I will buy bog roll rather than saving my turds for when I'm at work.
5. I will restrict vomiting to the bathroom.
6. I will not emit wind for humorous purposes.
7. I will not hold conversations with girl's chests, no matter how large the provocations.
8. I will not take extra ketchup with my dinner so I can put my fags out in it afterwards.
9. I will lose my conviction that putting on deodorant makes you clean.
10. I will not examine my phlegm after coughing.

### Syndicate Wars

£44.95

Company EA Players 1-4  
Memory card Link-up Mouse Multitap  
This is an ultra-cool and violent strategy shoot 'em up with amazing 3D graphics. **92%**



### Tekken

£19.99

Company Namco Players 1-2  
Memory card Link-up Mouse Multitap  
Namco's first beat 'em up. Interesting backgrounds, realistic characters. **90%**



### Tekken 2

£49.99

Company Namco Players 1-2  
Memory card Link-up Mouse Multitap  
Improves on a great original. One of the best fighting games around... **95%**



### Tempest X3

£34.99

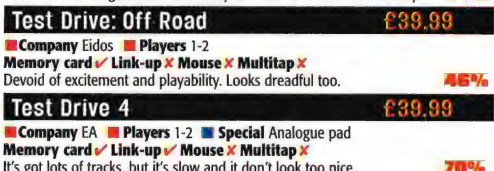
Company Interplay Players 1-2  
Memory card Link-up Mouse Multitap  
A PlayStation update of a justifiably great retro shooter. **80%**



### Tenka

£44.95

Company Psygnosis Players 1  
Memory card Link-up Mouse Multitap  
Not even polygon graphics can save this poor Doom clone from oblivion. **82%**



### Tennis Arena

£39.99

Company UbiSoft Players 1-4  
Memory card Link-up Mouse Multitap  
Slick tennis game. But do we want slick tennis games? **76%**



### Ten Pin Alley

£44.95

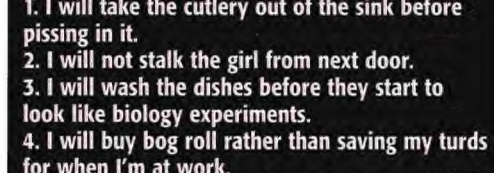
Company EA Players 1-6  
Memory card Link-up Mouse Multitap  
Could have been good fun... but sadly it isn't. No more than a novelty. **54%**



### Test Drive: Off Road

£39.99

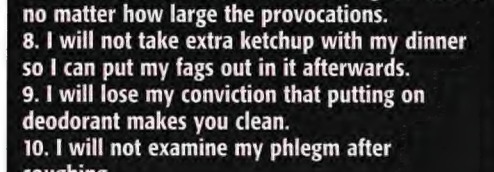
Company Eidos Players 1-2  
Memory card Link-up Mouse Multitap  
Devoid of excitement and playability. Looks dreadful too. **46%**



### Test Drive 4

£39.99

Company EA Players 1-2 Special Analogue pad  
Memory card Link-up Mouse Multitap  
It's got lots of tracks, but it's slow and it don't look too nice. **70%**



### Tetris

£44.99

Company JVC Players 1  
Memory card Link-up Mouse Multitap  
Classic puzzle game gets a revamp. Still dead addictive. **82%**

### The Lost World

£44.99

Company EA Players 1-2  
Memory card Link-up Mouse Multitap  
Platformer from Spielberg dinofest. Never really gets its teeth into you... **81%**

### Theme Park

£44.99

Company Bullfrog Players 1  
Memory card Link-up Mouse Multitap  
Explore your park in 3D in this gentle sim. Quietly enjoyable. **85%**

### Tiger Shark

£44.99

Company GT Players 1  
Memory card Link-up Mouse Multitap  
Impossibly high difficulty level ruins this otherwise excellent shoot 'em up. **72%**

### Time Commando

£44.99

Company EA Players 1  
Memory card Link-up Mouse Multitap  
Unusual, but fun. Slightly unwieldy controls. **81%**

### Time Crisis

£59.99

Company SCEE Players 1 Special Gcon 45  
Memory card Link-up Mouse Multitap  
So playable even your girlfriend'll enjoy it. The definitive gun game. **93%**



### Tobal No.1

£44.99

Company Squaresoft Players 1-2  
Memory card Link-up Mouse Multitap  
A fair beat 'em up improved greatly with the addition of a quest mode. **91%**



### Tobal No.2

£44.99

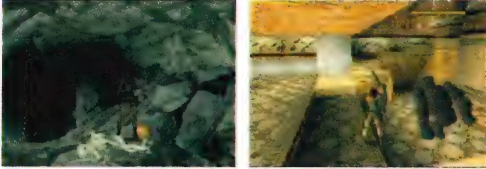
Company Squaresoft Players 1-2  
Memory card Link-up Mouse Multitap  
Superb fighting game and a brilliant sequel. **92%**



### Tomb Raider

£44.95

Company Core Design Players 1  
Memory card Link-up Mouse Multitap  
Top totty in Indiana Jones-style antics. One of the best games ever... **92%**



### TOCA Touring Car Championship

£44.99

Company Codemaster Players 1-2 Special Analogue pad  
Memory card Link-up Mouse Multitap  
Hyper-realistic touring car racer. A real blast. **91%**



### Tomb Raider 2

£44.99

Company Eidos Players 1  
Memory card Link-up Mouse Multitap  
Bigger and bolder than the classic original. Lara's back! **95%**



## HMV Chart

What's everyone else buying?



FIFA 98: Road to World Cup: not as good as Actua 2



Final Fantasy VII

Tomb Raider 2



TOCA Touring Car

Time Crisis

Key: (NE) New Entry  
(RE) Re-Entry  
(4) Position Last Month  
(-) Same Position

1. (3) FIFA 98: Road to World Cup (EA)  
Footy always sells.
2. (NE) Final Fantasy VII (Sony)  
It's a tussle at the top...
3. (1) Tomb Raider 2 (Eidos)  
Lara goes down. We wish...
4. (6) TOCA Touring Car (Codemasters)  
Slick racer is very cool.
5. (4) Time Crisis (SCEE)  
The best shoot 'em up around.
6. (NE) Crash Bandicoot 2 (SCEE)  
Super furry animal.
7. (NE) Grand Theft Auto (BMG)  
Ban this sick game! But buy it first.
8. (RE) Formula 97 (Psygnosis)  
Back after its courtroom battles.
9. (5) Actua Soccer 2 (Gremlin)  
Excellent footy game. Better than FIFA.
10. (RE) Croc (SCEE)  
Cutesey platformer.



### Top Gun: Fire at Will £44.95

Company Microprose ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Gung-ho movie spin-off not worth your effort tracking down. **66%**

### Total Drivin' £44.99

Company Ocean ■ Players 1-2 ■ Special Analogue pad  
Memory card ✓ Link-up × Mouse × Multitap ×  
A selection of arcade racing thrills that's well worth a look. **85%**

### Total NBA 96 £44.99

Company SCE ■ Players 1-8  
Memory card ✓ Link-up × Mouse × Multitap ✓  
Pretty damn fine basketball game with some excellent attention to detail. **83%**

### Total NBA 97 £34.95

Company SCE ■ Players 1-8  
Memory card ✓ Link-up × Mouse × Multitap ✓  
Enough improved graphics and gameplay to make it a better game. **85%**

### Tokyo Highway Battle £39.99

Company THQ ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Kind of a sub-Rage Racer game with average graphics. **77%**

### Toshinden 3

Company SCE ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Derivative fighting game that would take a pasting from Namco any day... **76%**

### Toshinden Kids

Company Takara ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Polished but simple version of Toshinden aimed at younger gamers. **60%**

### Transport Tycoon £44.99

Company Ocean ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap ×  
Build roads, railways, docks and airports in this great God sim. **86%**

### Trash It £44.95

Company GT ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap ✓  
Platformer that has good ideas, but just not enough immediate action. **57%**

### True Pinball £19.99

Company Ocean ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
It may have four tables, it may be a good game, but The Web is better. **50%**

### Tunnel B1 £44.99

Company Ocean ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
WipeOut breeds with Doom in this high speed shoot 'em up. **89%**

### Twin Bee

Company Konami ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Two shooting styles sadly don't make this dated game any better to play... **55%**

### Twisted Metal £39.99

Company SCE ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Destroy the suburbs in this Mad Max-style car battle. **82%**

### Twisted Metal 2 £44.95

Company SCE ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Good sequel even grander in thrills and spills than the original. **88%**

### Two-Ten Kaku

Company Club Dep ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Run of the mill vertical shoot 'em up offers nothing new. **76%**

### Vandal Hearts £44.95

Company Konami ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Average graphics don't spoil playable and engrossing role-playing game. **86%**

### Victory Boxing £44.95

Company JVC ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Deeper than a lot of fighting games and takes some getting into. **74%**

### Virtual Golf £44.95

Company Core Design ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap ×  
Nowhere near as good as the excellent Actua Golf. **57%**

### Virtual Pool £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
This is a great pool game which is a pretty realistic simulation. **85%**

### V-Rally £44.99

Company Ocean ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Seat-of-the-pants racing, 40 separate stages to keep you busy! **94%**



### VR Baseball £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
A fine conversion of the sport, but unlikely to attract too many Brits. **72%**

### V Tennis £44.95

Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Mediocre tennis sim that's hard to be bothered about at all. **75%**

### Warcraft 2 £44.95

Company EA ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Excellent strategy game. No mouse/two-player link detract from gameplay. **88%**

### Wargods £44.95

Company GT ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
3D fighting game with mushy graphics and lousy gameplay. **59%**

### Warhammer £44.99

Company Mindscape ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Not much too look at, but depth of gameplay means it has more to offer. **86%**

### Warhawk £39.99

Company SCE ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Instantly playable, though controls are tricky at first. **82%**

### WCW vs The World £44.99

Company THQ ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Brilliant wrestling game with 60 characters. No handbags or milk stouts... **88%**

### Wild Arms

Company SCE ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Excellent RPG with nice graphics and huge amounts of addictive gameplay. **91%**

### Williams Arcade Classics £44.99

Company GT ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Retro compilation with five good games out of six, including Defender... **89%**

### Wing Commander III £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Superb movie sequences mix it with poor gameplay in this space opera. **80%**

### Wing Commander IV £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Better full motion video sequences... but worse gameplay. **50%**

### Wingover £44.99

Company JVC ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
Boring flying game overshadowed by Air Combat 2. **40%**

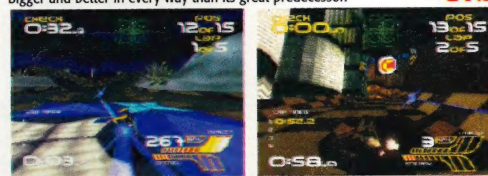
### WipeOut £19.99

Company Psygnosis ■ Players 1-2 ■ Special NegCon  
Memory card ✓ Link-up × Mouse × Multitap ×  
Ultra-fast, ultra-stylish racer. A must for speed freaks... **78%**



### WipeOut 2097 £19.99

Company Psygnosis ■ Players 1-2 ■ Special NegCon/Wheel  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Bigger and better in every way than its great predecessor. **94%**



### World Cup Golf £39.99

Company US Gold ■ Players 1-8  
Memory card ✓ Link-up × Mouse × Multitap ×  
Great graphics, but some of the courses can be imprecise. **80%**

### Worms £19.99

Company Ocean ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap ×  
Multiplayer joy will be yours to savour in this fabulous battle game... **82%**



### WWF in your House £44.95

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap ×  
Well below average wrestling game. **48%**

### WWF Wrestlemania £39.99

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up × Mouse × Multitap ×  
Entertaining fighting game with some pretty deadly special moves. **83%**

## Retro

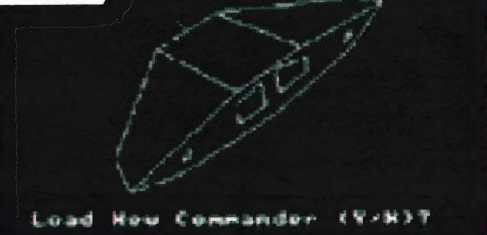
### How we used to play...

**Game Name:** Elite  
**Company:** Firebird  
**Year:** 1984  
**Format:** Spectrum, BBC, Acorn Electron

Man goes into space. First thing he does, is power up his lasers and use them to kill other blokes in spaceships. That's what blokes do, OK? And that's what space blokes have been doing on computers for years.

Elite was the first one, a game where you tooled up your ship with lasers and scoured the galaxy for new ways to make a fat wad of green. The first space-y game to have decent 3D space battles in it, it's the spiritual father of every game like Colony Wars. Every time you boldly go on a murdering mission in space you should think of it with gratitude. Alright?

### 1984



### 1997

### X2 £44.95

Company Team 17/Ocean ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
A tedious shoot 'em up which is just way too difficult to master... **58%**

### X-Com: Enemy Unknown £44.99

Company Microprose ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Enjoy strategy gaming at its very best as you take on alien invaders **88%**

### X-Com: Terror from the Deep £44.99

Company Microprose ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Pretty much X-Com: Enemy Unknown played underwater... **82%**

### Xevious 3D/G+

Company Namco ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap × (import)  
Xevious gets a dull and uninspiring 3D makeover in retro compilation. **60%**

### Z £39.99

Company SCE ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Robots slug it out in this tricky strategy effort. **80%**

### Zeitgeist [Jupiter Strike] £39.99

Company Acclaim ■ Players 1  
Memory card ✓ Link-up × Mouse × Multitap ×  
Slow, clumsy 3D shooting game which seriously lacks appeal. **43%**

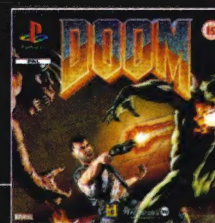
### Zero Divide £44.99

Company Ocean ■ Players 1-2  
Memory card ✓ Link-up × Mouse × Multitap ×  
A sound enough fighting game, but nothing special. **72%**



# Classic PlayStation gameplays:

## #5 Doom



By: GT

Costs: £44.99

Players: 1-2

First Out: December 1995

What we said then:

**'No longer excited by the thought of fragging Mancubus ass? What you need is Deathmatch. With two players linking up, you can fight it out on any of the 54 levels, and you'll find frying your mates with the BFG much more fun.'**

**The story so far** You've been playing Doom for three solid sleepless weeks. Your mate shows up and dares to suggest

that you're not actually that hot a Doomster. Eyes glinting, you crank up the 'Station and get ready to frag his ass!



**That magic moment [1]** You've just appeared. Better find someone to murder [2] Ah, there's someone. Eat lead, suckal [3] Nope, pistol's not doing the trick. But this little baby might. Cue evil laughter [4] Just steady your aim, cock back the hammer... [5] And give 'im all you got. Time to die, green man! [6] Sweet smell of success. And burning flesh.

**Why we like it** Deathmatch Doom is cool: it's like a dozen Mafia blood feuds rolled into one. 'Right! You got me this time, but next time you'll not be so lucky. Bastard!'. Deathmatch can and will eat your life. But who cares...





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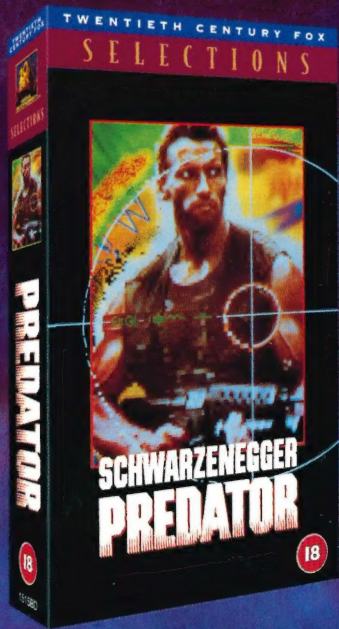


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